

Title: **Blockedlance - No More Stops Until Ragnarok!**
Post by: **MrGimp** on **December 08, 2008, 11:06:25 pm**

SPOILERS IN THIS STORY

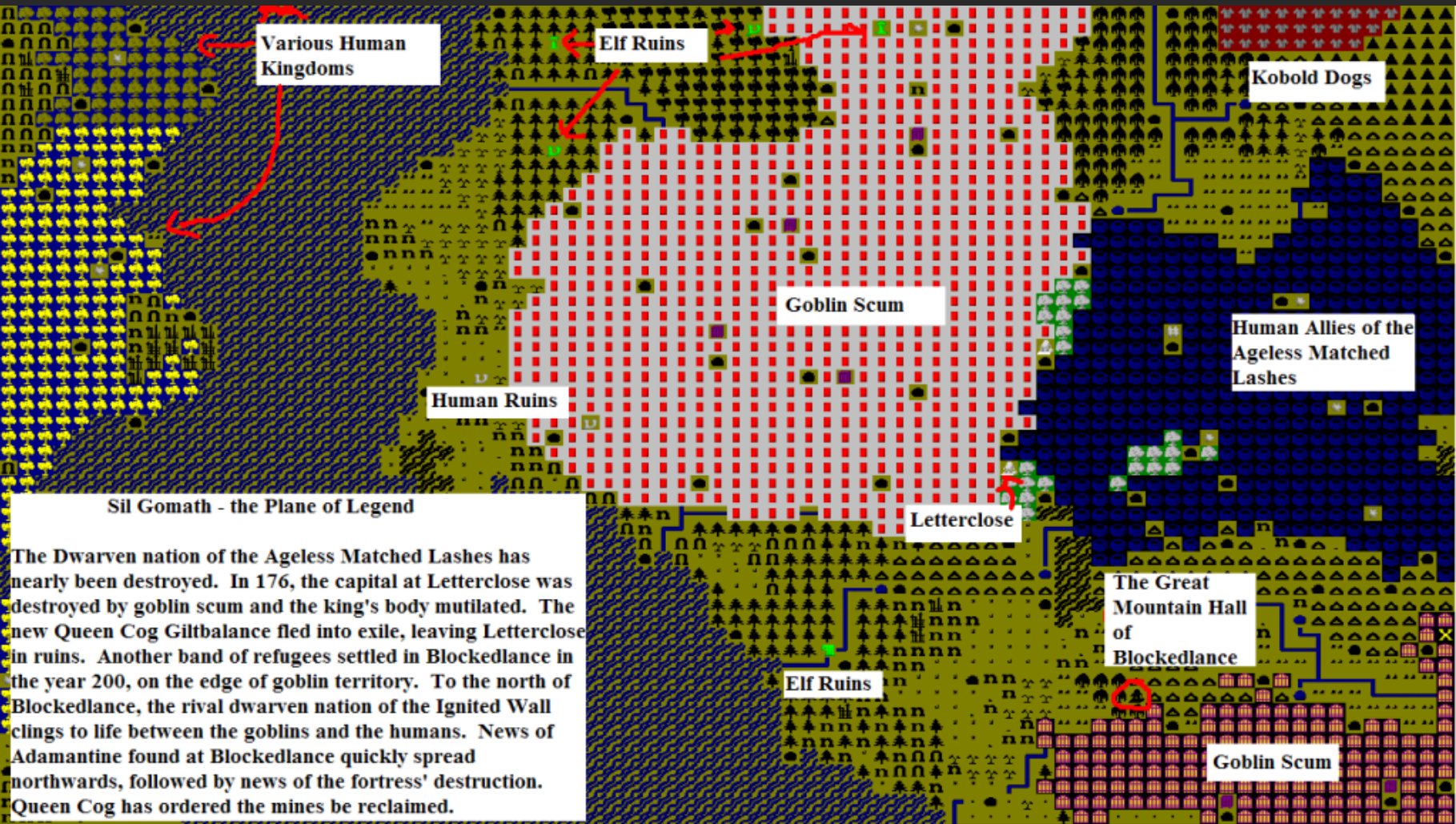
(I dont know who doesnt know about the 40d hidden fun stuff, but if you dont, and dont want to, then dont read any further)



Table of Contents

Introduction
Chapter #1 - The Crucible (<http://www.bay12forums.com/smf/index.php?topic=28365.msg356868#msg356868>)
Chapter #2 - Revolution!!! (<http://www.bay12games.com/forum/index.php?topic=28365.msg361538#msg361538>)
Chapter #3 - The Murder of Momuz (<http://www.bay12games.com/forum/index.php?topic=28365.msg376530#msg376530>)
Chapter #4 - Kiss the Ring (<http://www.bay12games.com/forum/index.php?topic=28365.msg443146#msg443146>)
Chapter #5 - The Goblins Return (<http://www.bay12games.com/forum/index.php?topic=28365.msg447330#msg447330>)
Chapter #6 - Goodbye Sanity (<http://www.bay12games.com/forum/index.php?topic=28365.msg455633#msg455633>)
Chapter #7 - Immolation (<http://www.bay12games.com/forum/index.php?topic=28365.msg471075#msg471075>)
Chapter #8 - The Jewel of Life (<http://www.bay12games.com/forum/index.php?topic=28365.msg523246#msg523246>)
Chapter #9 - A House Divided (<http://www.bay12games.com/forum/index.php?topic=28365.msg558964#msg558964>)
Post #666 (<http://www.bay12games.com/forum/index.php?topic=28365.msg578754#msg578754>)
Chapter #10 - A New Dawn (<http://www.bay12games.com/forum/index.php?topic=28365.msg647342#msg647342>)
Rifotkubuk Pranced Upon (<http://www.bay12games.com/forum/index.php?topic=28365.msg759538#msg759538>)
Chapter #10 1/2 - A Not As New Dawn (<http://www.bay12games.com/forum/index.php?topic=28365.msg769584#msg769584>)
Chapter #11 - Sunrise on the Microcline (<http://www.bay12games.com/forum/index.php?topic=28365.msg839085#msg839085>)
The Scroll of Death (<http://www.bay12forums.com/smf/index.php?topic=28365.msg975233#msg975233>)
Chapter #12 - Chapter of Belated Updates (<http://www.bay12games.com/forum/index.php?topic=28365.msg1043766#msg1043766>)
Chapter #13 - Blockedlance: The Next Generation (<http://www.bay12games.com/forum/index.php?topic=28365.msg1045402#msg1045402>)
Chapter #14 - Fifty Years of Love (<http://www.bay12games.com/forum/index.php?topic=28365.msg1083804#msg1083804>)
Chapter #15 - An Empire to Last 1,000 Years (<http://www.bay12forums.com/smf/index.php?topic=28365.msg1213872#msg1213872>)
Chapter #16 - The Siege of Godlymirror (<http://www.bay12forums.com/smf/index.php?topic=28365.msg1647624#msg1647624>)
Chapter #17 - Even a Urist Feels Love (<http://www.bay12forums.com/smf/index.php?topic=28365.msg1682366#msg1682366>)
Chapter #18 - An Heir to the Throne (<http://www.bay12forums.com/smf/index.php?topic=28365.msg1731538#msg1731538>)
Chapter #19 - The Day the Music Died (<http://www.bay12forums.com/smf/index.php?topic=28365.msg1802150#msg1802150>)
Chapter #20 - Exile of the Khamerite Clan (<http://www.bay12forums.com/smf/index.php?topic=28365.msg2052410#msg2052410>)
Chapter #21 - Skirmishes of Ragnarok (<http://www.bay12forums.com/smf/index.php?topic=28365.msg2217571#msg2217571>)

Introduction



In the year 200, a group of dwarven refugees set out for the ass end of the earth, and dug a hole in the ground at a place called 'Blockedlance'...which, from what I can gather, is dwarven slang for when a girl wont have sex with you.

Anyways...Blockedlance somehow became a pretty wealthy town within 4 years. It had a steel forge, and was exporting cut diamonds, crafts, and goblin junk to all four corners of the world. Its population reached 69, shortly before a careless miner stumbled upon warm stone. Assuming she had struck magma, and eager to carve out a magma forge, the miner carved up and over the warm stone, hoping to channel down into the magma from above. Unfortunately, before she could finish tunneling over the warm stone, a wall gave way before her and the miner saw a wretched mass of elves, dwarves, and humans all chained to the wall and shrieking in horror.

It was the demon pits of legend.

The miner turned and ran, but a demon had appeared and burned the miner and her two babies alive. Flaming apparitions poured out of the pits and into the mining tunnels, where the brave warriors of Blockedlance fought and died. A messenger was sent to the Queen informing her of the discovery of adamantine as well as the unleashing of the demons. There was no hope that reinforcements would arrive in time. In a last ditch attempt to defend their home, the entire citenzry was mobilized and sent deep into the earth to fight the demons with bare fists. None survived to tell the tale.

When her majesty heard of this great frontier outpost, and of the discovery of adamantine there shortly before its destruction, she sent a reclamation party of 42 expendable dwarves.

The 42 mighty dwarves, carrying their axes, hammers, and crossbows, descended into the unholy depths of Blockedlance's ruins. There they encountered 25 Spirits of Fire, and there they salughtered them all, losing only 6 of their number, with several more sustaining ghastly injuries. Several dwarves were missing limbs, one was completely blinded, and many were horribly burned over large parts of their bodies. The field of battle itself was set on fire, and Blockedlance was purified by flame.

The 36 survivors then set about rebuilding the fallen fortress...unfortunately, their wounds, and the terrors they had witnessed were too much for the poor dwarves. Many went insane, turning on their brethren. Through murder, starvation, and dehydration, the hapless 36 were whittled down to one...

One lone dwarf named Urist Salvedangers the Foggy Barbs, killer of five berserk dwarves, last survivor of Blockedlance, and rebuilder of the Queen's mines!

Urist Sibrekkezat Amugrobek. "Urist Salvedangers the Foggy Barbs". Wrestle

Urist Sibrekkezat Amugrobek has been quite content lately. She has lost a friend to tragedy recently. She was glad to have punishment delayed recently. She enjoyed starting a fist fight recently. She was grumbling about long patrol duty lately. She slept on rocks recently. She enjoyed throwing something recently. She has been attacked lately. She was able to rest and recuperate lately. She has witnessed death. She took joy in slaughter lately. She was caught in the rain recently. She was disgusted by a miasma lately. She was forced to endure the decay of a friend. She is a worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Numbers of Smashing.

Urist Sibrekkezat Amugrobek likes Galena. Tin. Tigereye. green glass. ivory. squares. low boots and dogs for their loyalty. When possible. she prefers to consume giant cave swallow. She absolutely detests purring maggots.

She doesn't handle stress well. She is very active. She likes to try new things. She lacks confidence. She has a sense of duty. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather. She doesn't really care about anything anymore.

Hail Urist!

The Kills of Urist Sibrekkezat Amugrobek

Five Kills

Zulban Umbrarim the dwarf. d. 204

Erush Shieldpaints the Trifling Flimsiness the dwarf. d. 204

Sarvesh Inkedsavages the dwarf. d. 204

iton Whippedislands the dwarf. d. 204

Uvash Strappedlancer the Grim Tribe the dwarf. d. 204

Can she rebuild Blockedlance all by herself? This is her tale!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Hawkfrost** on **December 08, 2008, 11:20:04 pm**

Sounds cool.

Are you letting immigrants in or are you making it a hermit challenge ?

EDIT: I suggest bucketloads of insanity, murder, treachery, paranoia, and deceit.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 08, 2008, 11:23:27 pm**

Hooray! Another dwarf against the world!

Unless it isn't a hermit challenge.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Roundabout Lout** on **December 08, 2008, 11:44:16 pm**

Amazing, simply amazing. A good community game, and I actually caught it when it started.
It looks like this may be another tale of DF legend.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Mook** on **December 08, 2008, 11:50:18 pm**

Assuming the last dwarf doesn't go mad from the rotting corpses everywhere, this has epic potential.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **rickvoid** on **December 08, 2008, 11:56:02 pm**

This is really looking like it could be good. I'll keep an eye on it.

Oh, and maybe we should drop the legendary talk this early on. Migursut and Nist Akath didn't become legendary right away, and the less pressure our storyteller here feels, the better.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **jester** on **December 09, 2008, 10:47:05 am**

"doesnt handle stress well." Nice. I think it will be a full time job just keeping her alive if there are still corpses splattered all over the place. Still, 5 dwarf kills, she is definatly a badass. was she armed?

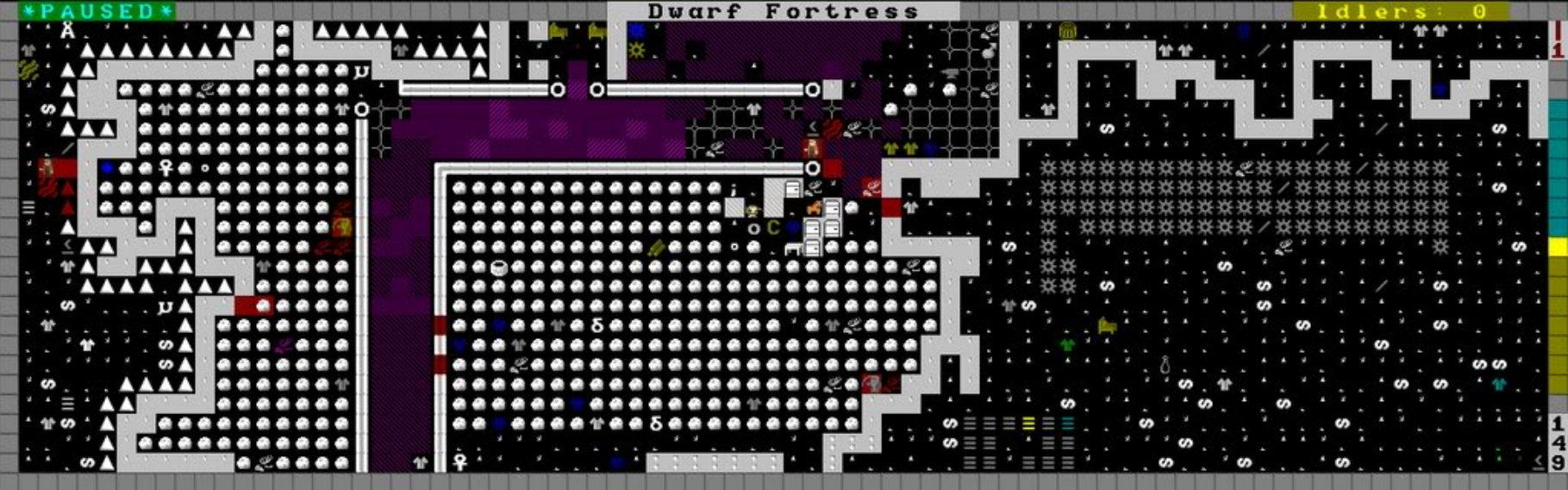
Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 09, 2008, 12:18:26 pm**

Chapter #1 - The Crucible

Well it was early summer of 204. The demons were gone, and Urist was all alone. The whole 'fortress' (wretched pit would be more like it) was covered in blood, rotting bodies, bones, and junk...vast scattered mountains of junk. Urist sat for a moment, calming down from the horrors she had just seen. Just south of the entrance to the wretched pit the forest was STILL on fire, sending a massive column of smoke high into the air. Urist knew the queen would send scouts to see what had happened to the reclaim party and these precious adamantine deposits.

She had plenty of food and booze, and her squad's mission had been to take and then hold the fortress, awaiting reinforcements. So Urist would wait.

In the meantime, she had to get this scorched blood-covered cesspool cleaned up. It looked like a scene from Saw.

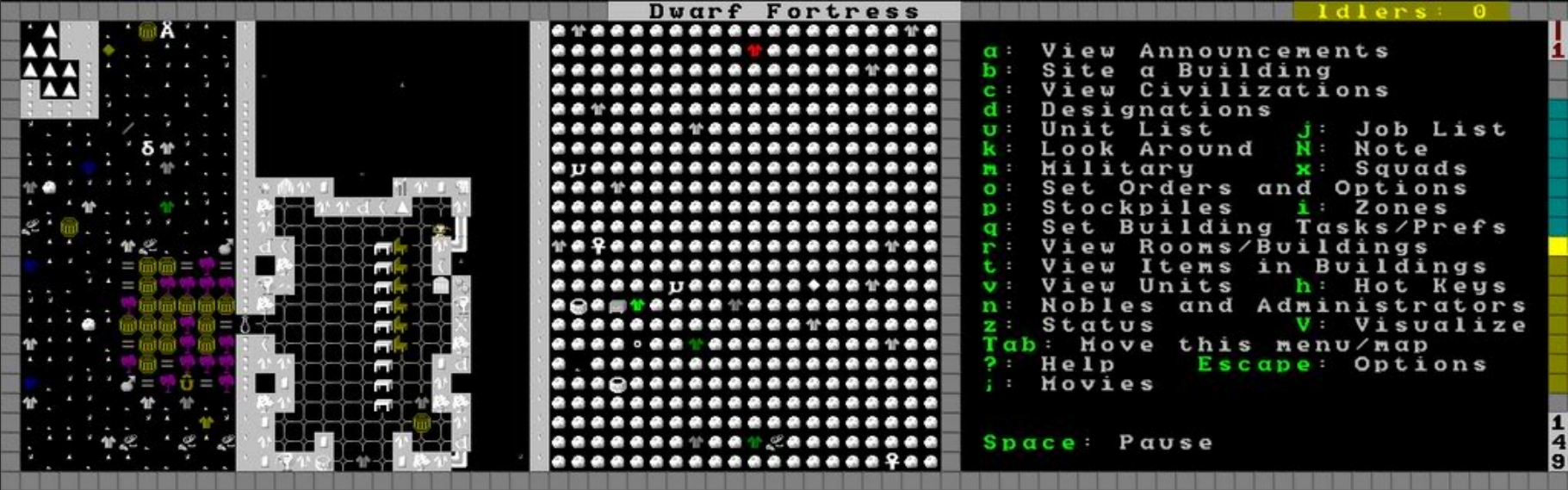


She set about carving coffins for all the dead. The stench from the pit called Blockedlance was her only friend for the many months.

Slowly, she carved out a small catacomb, and placed the coffins in there. If Blockedlance held no peace for the living, maybe at least the dead might find some.



It took Urist the better part of the year, but at last she had buried the dead. Or at least most of them. She was tired of hauling coffins and bodies. She decided to engrave the walls of the ruined dining hall, a task which the original dwarves of Blockedlance had not quite gotten around to before they got their free surprise cremations.



She carved happy things. Purring maggots, five pointed stars...anything to get her mind off of the horrid stench, the rotting bodies, the blood soaked walls, and her terrible memories...

She finished carving her crude pictures, and then decided she would repair the residences of the fortress. There were scattered beds and doors lying all around the fortress. She decided to place them in the old rooms, so that there would be housing for any reinforcements the queen would soon send.

Happily, Urist whistled while she worked. And then she saw it...



A DEMON!!!!!!! A flaming, unholy apparition of fiery hell!!!!!!

Hadnt Urist and her comrades rid this place of them? Holy Armok!!!

Is this it??? Is Urist going to die horribly by the hand of some random fire spirit, still haunting the grounds of Blockedlance???

Tune in next time for the continuing adventures of Urist Salvedangers, the Foggy Barbs!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Muno syoan** on **December 09, 2008, 01:56:17 pm**

CRUNCH"AAAAARRRGGGHHH"
The End.

Nah, I'm kidding. I'm sure Urists' death will be far more unusual than (un)spontaneous combustion.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 09, 2008, 03:13:49 pm**

"AHHHHHH!!!!!!!" shouted Urist. She dropped her tools, and ran straight out of the room.

Amazingly, the spirit of fire didn't immediately pursue, and Urist quickly locked the door, trapping the non-corporeal (although apparently still corporeal enough) entity of fire inside the dolomite room.

"Whew...that was too close." She wiped the sweat off her brow and returned to her work.



She finished the remainder of the winter building beds and doors, and smoothing and engraving the stone at the top of the great stairway...which was actually a rampway...and totally half-assed and unfinished. Whoever was the overseer of the first Blockedlance was a total idiot and douchebag to have designed such claptrap.

Speaking of the overseer, Urist was staying in the old overseer's splendid bedroom. She also made use of the splendid office and the fine dining room. They were the only rooms engraved by the lazy dwarves of the first Blockedlance. Compared to her life in the military, and before that her life as a ranger, this was living high on the hog.

Urist even began noticing that the scattered junk all around the fortress was actually valuable...at least to stupid elf and human merchants. She was sitting on a mountain of nearly half a million dwarfbucks!



For the first time in her life, Urist was truly happy.

It was only natural that her happiness be taken away.

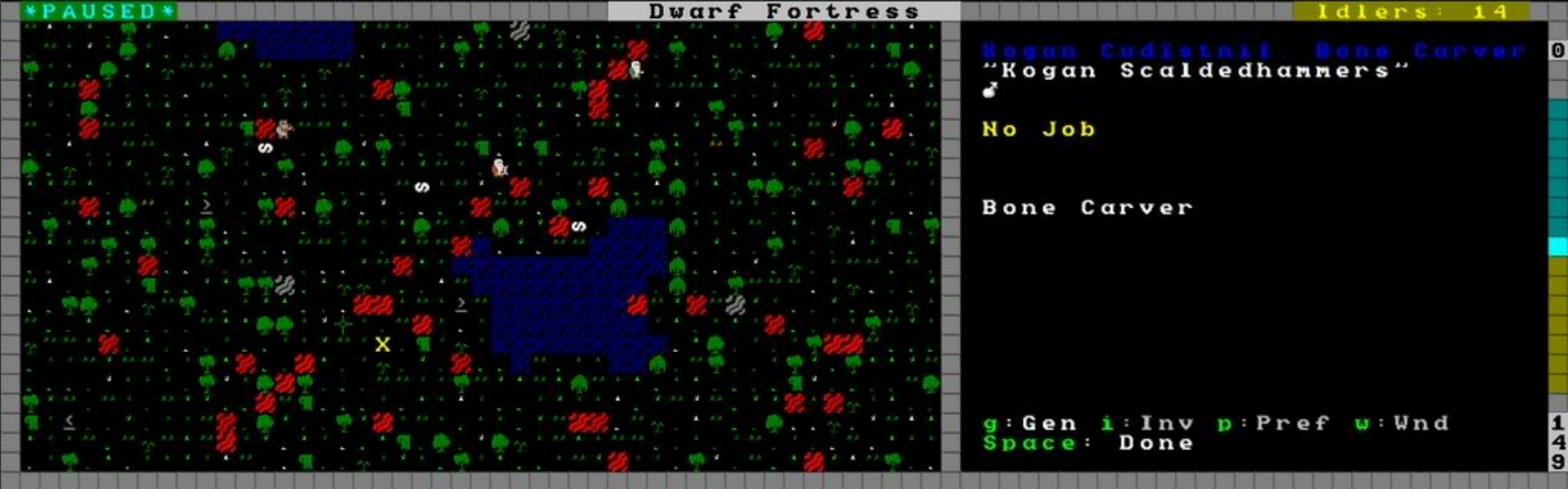
She saw a band approaching Blockedlance, they were dwarves, and they carried the banner of the Queen of the Ageless Matched Lashes! In fact, as they got closer, Urist realized that the purple robed brat leading the way was THE QUEEN HERSELF!!!!



"What the hell? What is Cog Giltbalanced the Tactical Relief of Fortifying doing all the way out here at a place like THIS?" Urist shouted aloud in disbelief. She turned back and looked inside the fort. The stench of death still hung throughout the corridors. Bones of fallen wardogs were piled waist high in the main corridor, where Urist and her team had first attempted to breach into the depths of this foul mountainside.

This place wasnt fit for a queen! It was barely fit for ANY living thing except maggots and vultures!

But what could she do? The Queen was here to take Urist's treasure away.



At least she brough a bone carver with her...there would be much work for him in this terrible place.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 09, 2008, 03:23:01 pm**

Anybody know how to crop pictures better? I tried resizing the picture, but it keeps displaying it just as large. Then I tried putting the pictures inside spoiler tags, but it will crop the pictures on the right side.

Thanks for all who have posted, and all who are reading. As for where Im going with it, I have no clue. I didnt really intend to even write a story, except that after this fort got destroyed and the lone survivor of the reclaim was named Urist, I felt obligated to tell the tale. You know?

Im a little ahead of the story, one thing I noticed that sucks is that goblins arent attacking me, they want to trade now. In the original Blockedlance the golbins attacked. When I did the reclaim I checked and the Ageless Matched Lashes are still at war with the nearby goblin civ. I dont get why they trade now? Hopefully theyll attack me if/when I get past pop 80? If not, Im sure as hell going to attack them.

And the elves. Pointy eared bastards.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 09, 2008, 06:43:51 pm**

Maybe you could side with the goblins? and kill the queen, first chance you get.

Loving this story.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Strife26** on **December 09, 2008, 06:47:41 pm**

The Queen?! Egads, what will Urist do?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Muno syoan** on **December 09, 2008, 06:48:34 pm**

When life gives you queens, make queen-blood-ade.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Shoruke** on **December 09, 2008, 11:54:06 pm**

"You sent me to this hellhole, and I cleaned it up all on my own, and you're not going to take it from me YOU WITCH!" *locks the doors*
initiates hermit challenge

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 09, 2008, 11:54:22 pm**

Now Im on a different computer and the pics are displaying fine. Hmmm. Well...this is my main computer, so Ill go with it. If anyone has problems seeing the pics let me know, Ill see what else I can do.

Yeah Jackrabbit, I like your idea of siding with the goblins...sounds interesting.

Anyways, back to the story...

"Holy hell foul dwarf!" shouted the Queen.

"What!?" Urist stood with blood and vomit spatter covering every inch of her body. "What's wrong?"

"Uh....well...I see the battle has been hard fought. How many were lost?"

"Uh...how many of us were there originally?" Urist asked sheepishly.

"Forty-two," answered Queen Cog.

"Oh...then we lost forty-one."

"WHAT?! Do you mean to tell me you're the ONLY survivor?"

"Yes, your majesty. I've been living here for over a year."

"Well...I suppose a peasant doesnt need much, right....uhhh....what was your name dwarf?" asked the Queen snobbishly.

"Urist Salvedangers, the Foggy Barbs, at your service your majesty!"

"The Foggy Barbs? haw haw haw" the Queen's royal laugh sent a shiver up Urist's spine. "What does that even mean dwarf?"

"Barbs hidden in fog. Its the most dangerous place!" Urist answered proudly.

"Hmph...well...I suppose you've gotten this place running again, right? What have you been eating?"

"I've been living off of moldy mushrooms and cheap mushroom wine. Would you care for some?"

"Ack! No dwarf! By Armok! Look...everyone, bring your things inside and claim a bunk for yourself. Urist, you'll be a good little dwarf and fetch my bags now."

"Yes, your majesty." Urist grumbled under her breath at this foul blue blooded creature. And to think...she thought the horror that had riddled Blockedlance had passed.

I gotta cut it short right now...Ill get more up tomorrow!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 10, 2008, 01:22:08 pm**

The migrants walked nervously and with their heads bowed as they passed the Queen on the way into Blockedlance. She made sure Urist had gotten all of her bags, and then she followed them in.

"Oh Armok! Look at this place!" shrieked the queen as she waded through the bones of the war dogs.

"Yes...uh....well a battle did take place here your majesty."

"Why havent you cleaned this place up??? Youve been here a year!"

"Yes, your majesty, but there were more important things, like burrying our heroic dead. To be honest, I didnt know you were coming. I would have advised you not to come."

"Well, I'm here...and now you have help. You will clean this place," ordered the Queen. Urist nodded. "Good...have the dwarves carry out your orders, you're in charge. I've got better things to do than dote on you peasants. Now where are my chambers?"

"I uh....I havent carved any out for a noble....Ill get on it once I clean up the bones. There are plenty of bedrooms downstairs, your majesty."

"Hmph." The Queen relented. She placed her things in one of the small peasant rooms. Life...briefly...returned to normal.



Urist was glad to have the help...and she was glad to be the boss, even if the queen was around. The Queen seemed to like other people doing all the work anyways.

As Urist commanded the Bone Carver to start making things out of the skulls and bones, the queen did nothing. As the farmers planted seed which would feed the entire fortress, the queen still did nothing. As Urist and the remaining dwarves piled the steel weapons and armor into the barracks stockpile, the queen, again, did nothing.

But that was the routine at Blockedlance.



Life settled into a form a normality...if one could call living next door to an imprisoned fire demon normal.

Life was good. In fact, the only person who was ever unhappy was the damn queen. Either the mushrooms were too soggy, or the mushroom wine had too many soggy chunks in it, or she was sick of eating and drinking mushroom all the time....on and on this needy high maintenance bitch went with her petty problems.

The worst was when she complained about her lodgings. With months of doing nothing, the queen had plenty of time on her hands. She had apparently found her way downstairs and discovered Urist's splendid chambers, office, and private dining room. Suffice it to say, she was outraged and threw a tantrum.

Cog Oltarneth Rimadnoram Dumed. "Cog Giltbalance the Tactical Relief of Fo

Cog Oltarneth Rimadnoram Dumed has been very unhappy lately. She was utterly traumatized by a lesser's pretentious office arrangements lately. She dined in a very poor dining room recently. She talked with a friend lately. She made a friend recently. She has been tired of drinking the same old booze lately. She slept without a proper room recently. She admired a fine Seat lately. She was disgusted by a miasma lately. She has been satisfied at work lately.

She is married to Cilob Raubust and has three children: Melbil Blockadecopper, Kol Plankcrushed and Lorbam Pagebolted. She is the daughter of Likot Drumclaps and Amost Mansionscribe. She is a worshipper of Erib and a worshipper of Nunur.

She is the leader of The Ageless Watched Lashes. She is a citizen of The Ageless Watched Lashes. She is a member of The Artifact of Emancipating. She is a member of The Hammers of Smashing. She is a former member of The Feral Sack.

She is often nervous. She is quick to anger. She often feels discouraged. She is somewhat reserved. She prefers that others handle the leadership roles. She is very active. She does not have a great aesthetic sensitivity. She loves new and fresh ideas. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

Urist was trying to console the Queen when all of a sudden a farmer ran up to them completely out of breath and shouting frantically.

"YOUR HIGHNESS!!!! YOUR HIGHNESS!!!!"

"Damnit dwarf, address your mindless complaints to the overseer!" shouted Cog.

"OVERSEER! Quick! A demon! Theres a demon out in the field! Hes got Meng Syrupfuture!"



Urist rushed to the entrance and looked to the north. Sure enough, Meng was lying motionless on the ground and was being horribly burned by the spirit of fire.



Urist had been afraid of another demon popping up. This one had apparently been hiding in the hills above Blockedlance for over a year. But she had taken precautions, equipping 5 of the migrants with weapons. It was too late for Meng, but the fortress would be defended till the last.

Urist ordered the marksdwarf and 4 axedwarves forward. Not all the soldiers heeded the order at the same time however. One axedwarf was a little earlier than everyone else, and ended up wearing his burnt ass as a hat. The marksdwarf stood on a hill firing below, wounded the spirit of fire somehow. The demon charged at the markswarf, who was helpless at close range. He died, and the demon continued on inside Blockedlance. He made it a few feet before the other 3 axedwarves showed up and finished him.

Blockedlance was saved!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Glacies** on **December 10, 2008, 01:39:02 pm**

Kill everyone and do the hermit, yeah, do the hermit challenge. (Cha, cha, cha!)

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Warlord255** on **December 10, 2008, 02:02:19 pm**

You have a Queen, and a spirit of fire in a bedroom.

YOU KNOW NOW WHAT YOU MUST DO.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 10, 2008, 06:34:22 pm**

I don't care if it isn't a hermit challenge, I like the idea of a fortress trying to survive with a bitchy queen (standerd queen, I mean) and demons in the closet (or bedroom, as it were)

The excitement calmed down and Blockedlance went back to normal. This meant that the Queen continued her ridiculous complaining. How a dwarf could be sick of mushrooms confounded Urist. Still, she promised the Queen that she would try, and had a new trade depot constructed. She even gave up her splendid bedroom to the queen.

Urist thought she could get back to her engraving, it was quite therapuetic for her. But no...the queen was still not happy.

"Urist!"

"No need to thank me for letting you move into the old overseer's room your majesty, I was happy to -"

"Shut up! The room is detestable! Sure it's a *splendid* room...but it's not exactly *royal*," explained the queen.

"Well...*sigh*...what would you like me to do about it?" asked Urist.

"I would like a whole new room. I don't like the idea of living in somebody else's old room. A queen shouldnt need hand me downs. Oh...and I'm going to need you to carve out a massive royal burial tomb for me."

"What? You want to be burried HERE?"

"Of course...this is going to become the wealthiest mine in the world with all that adamantine!" The Queen's face beamed and her eyes twinkled. Then she frowned. "Tell me, dwarf...why haven't we started mining adamantine yet?"

"Uh...well, we dont even have a forge up yet...and we dont have a full time craftsdwarf to extract the -"

"Excuses excuses. I know all about you Urist. You're a loafer and a criminal! I found a soldier's old logbook lying in the hallway, under a pile of junk. This soldier kept track of the crimes going on in this fort shortly before he died. He names YOU as having done unspeakable things to the animals!"



"WHAT?! LIES!!! I did no such thing!" shouted Urist. "There was no proper sheriff at the time...that evidence isn't admissable in court! That logbook was being kept by some half-mad starving dwarf anyways...nothing written in there is true!"

"I dont believe you Urist!"

"Damnit! I dont care if you fell out of the royal vagina or not! Where I come from it is deed, not blood, that determines a person's worth! I'm Urist Salvedangers, the Foggy Barbs! I killed Erush Shieldpaints the Trifling Flimsiness!!!! You WILL respect me!!!

Urist couldnt believe what had come over her. The Queen looked horrified. She was utterly speechless...at last. After an awkward and silent moment, the queen skulked off, and Urist didnt hear from her for a while.

The months wore on. Urist appointed one of the farmers, Mafol Lanceappears, as the hamlet broker, and sold scrap crafts to the elf and human traders that visited. It was a way to pick up other varieties of booze and food, and also to get the place cleaned up.



One night, Urist was awoken by a sound in her room. She jumped in terror when she saw someone standing over her bed. But it was just Mafol, the trader.

"Uhhh...what are you doing?" asked Urist.

"I'm attending the meeting."

"What meeting Mafol? I'm not CONDUCTING a meeting! I'm trying to sleep right now!"

"I see that...but I cant do anything else until I get this taken care of."

"Damnit Mafol....Im going to bed! Ill speak with you in the morning!" Urist rolled back over and threw the covers over her face. Mafol didn't move a muscle.

"Sure boss. I'll wait."

Cog Oltarneth Rimadnoram Dumed. "Cog Giltbalance the Tactical Relief of Fo

Cog Oltarneth Rimadnoram Dumed has been very unhappy lately. She accidentally killed somebody in a fit of rage recently. She took joy in slaughter lately. She talked with a friend lately. She enjoyed throwing something recently. She admired own fine Door lately. She enjoyed starting a fist fight recently. She was utterly traumatized by a lesser's pretentious office arrangements lately. She dined in a very poor dining room recently. She made a friend recently. She slept without a proper room recently. She was disgusted by a miasma lately. She has been tired of drinking the same old booze lately. She admired a fine Door lately. She has been satisfied at work lately.

She is married to Cilob Rawbust and has three children: Melbil Blockadecopper, Kol Plankcrushed and Lorbam Pagebolted. She is the daughter of Likot Drumclaps and Amost Mansionscribe. She is a worshipper of Erib and a worshipper of Nunur.

She is the leader of The Ageless Watched Lashes. She is a citizen of The Ageless Watched Lashes. She is a member of The Artifact of Emancipating. She is a member of The Runners of Smothing. She is a former member of The Feral Sack.

She is often nervous. She is quick to anger. She often feels discouraged. She is somewhat reserved. She prefers that others handle the leadership roles. She is very active. She does not have a great aesthetic

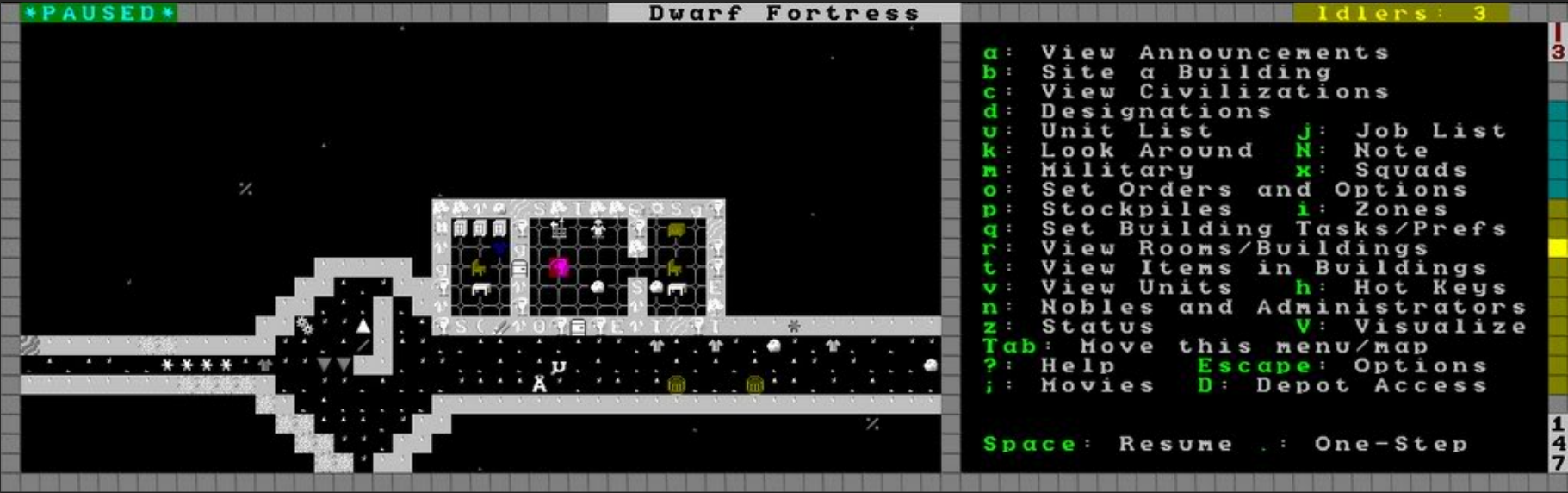
After Urist awoke and conducted the meeting, he was greeted with horrible news. The queen had thrown yet another tantrum, this time killing one of the farmer's pet bull.

"That's it! That's the last straw. She can't flagrantly violate the law and expect to get away with it just because she's a noble! She wanted me beaten and thrown in jail for a almost a year for disorderly conduct! Well let's see how SHE likes serving hard time. Lock her in that splendid bedroom of hers! Then throw away the key!" The dwarves, ever distrustful of nobility, did as they were commanded. She kicked and screamed as they took her away.



They locked her up and she immediately destroyed a door. Luckily, it was not the door that lead out of the cell...er, bedroom.

Within a couple weeks, the glorious news was brought to Urist's ears: Cog Giltbalance the Tactical Relief of Fortifying had starved and died.



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 10, 2008, 07:39:20 pm**

Viva la revolution! Kill each noble that arrives at your fortress and make it look like Urist did it on purpose!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Strife26** on **December 10, 2008, 10:45:25 pm**

So begins the slope to anarchy . . .

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 10, 2008, 10:51:41 pm**

More fun than sanity anyway.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 10, 2008, 11:09:12 pm**

Jackrabbit - Yeah, revolution is basically where Im headed...Urist leading a band of noble killing outlaws, that also kill everyones caravans. Urist wants to be a millionaire.

Warlord255 - Nah...I got a better idea for that spirit of fire...if it works out the way Im envisioning it. haha

I know everyone wants a hermit challenge...I do too...but Id need a migrant killing machine, and to build a migrant killing machine Im going to need migrants. Dont worry...there will be blood. And of course insane dwarves named Urist. If enough dwarves end up dying,

and I stop getting migrants, this could end up being a hermit challenge all by itself.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Warlord255** on **December 10, 2008, 11:16:43 pm**

Won't a new King/Queen show up?...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **AlienChickenPie** on **December 11, 2008, 07:35:20 am**

Great stuff so far, keep it up.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 11, 2008, 12:31:14 pm**

Quote from: Warlord255 on December 10, 2008, 11:16:43 pm

Won't a new King/Queen show up?...

Yes but they can be taken care of once I get a noble disemboweling device up and running. Im thinking of Urist either leading an independent Blockedlance against all comers, or of Urist going insane and building a death machine for everyone to hop inside of. I cant decide...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 11, 2008, 12:46:29 pm**

The Entrance of Blockedlance (with Barracks on right) as of spring 206.



Not much happened for the rest of 205, or any of 206. Urist burried the queen in the catacombs, along with everyone else. No special place for her. She'll spend eternity next to the bull she killed.



Theres the Trade Depot. Thats where we get our trade on.



Urist spent the rest of the year smoothing the hallways in the bedroom level. It was calming and relaxing. Urist felt she had time to think. Soon it became something of an obsession, but the other dwarves didnt seem to mind. She was making the place look nice. Plus she was a hero for ridding Blockedlance of the demons...and then of course she killed a queen! In dwarven society, killing a noble is seen as one of the most charitable and just actions one can do.

No...Urist was finding acceptance among them. Although when she heard rumors that Mafol Lanceappears had been friends with Queen

Cog, Mafo! was demoted to Clerk. Some other jerk, a guy named Morul, was made trader. Urist would have none of the queen's pawns representing Blockedlance to the outside world!

And so the year 206 passed uneventfully. No migrants had the bearded dwarven testicles to stomach the move to Blockedlance.

No one even considered making the journey to such a cursed death-trap this season.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **dizzyelk** on **December 12, 2008, 01:32:04 pm**

Quote
"Damnit! I dont care if you fell out of the royal vagina..."

I laughed so hard at this. Best line ever.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 13, 2008, 01:41:43 pm**



Spring 207. The elves scatter in terror at the sight of our elf and human skull totems.

"I will never understand those damn elves!" Urist was heard to remark.

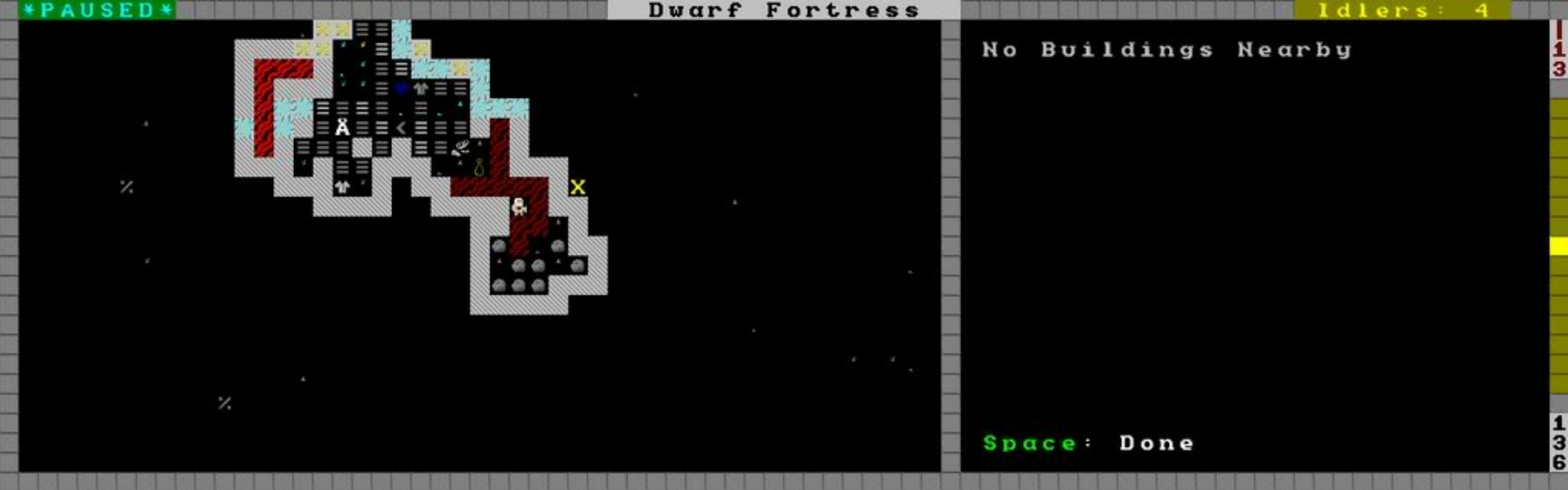


After a year of smoothing and engraving the residence halls, Urist decided she would carve out a massive palace complex. You know, in case another queen came along, of course. After carving the throne room, she went on to carve the east wing and the royal bedroom when all of a sudden she struck a cave river waterfall ! It was an amazing sight, spectacular even!

"I couldn't have planned this better! A waterfall right in my...errr....the royal bedroom! It's perfect!" Urist shouted in excitement. She rushed to establish a new design.



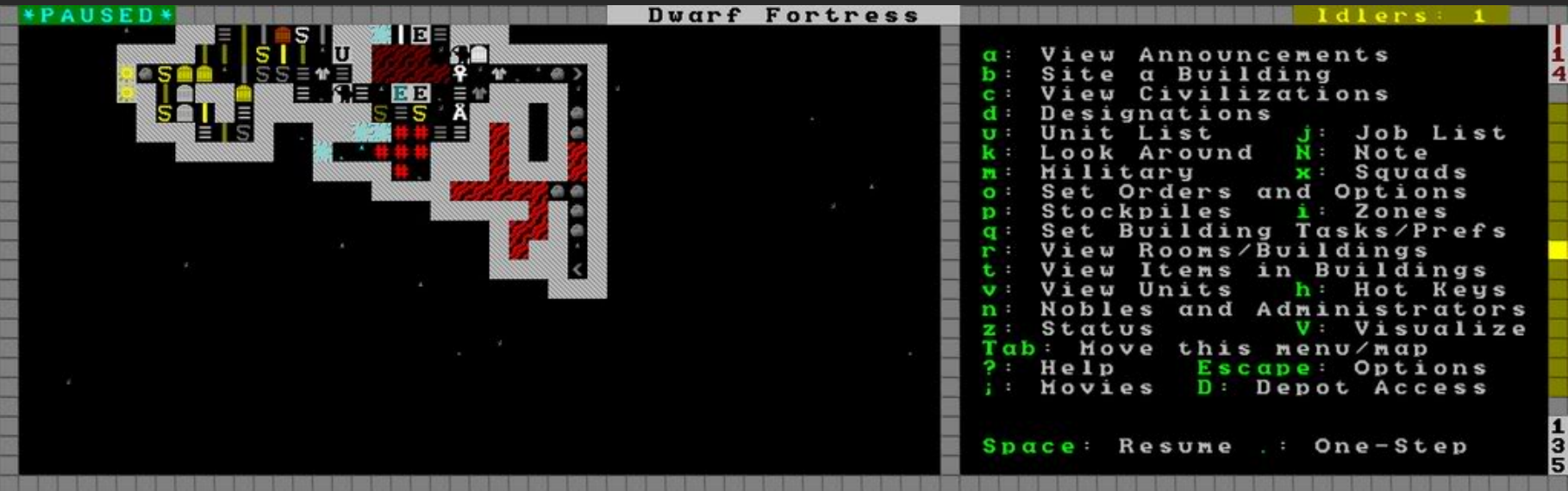
The rest of the year could have been described as 'Problems with Magma'...



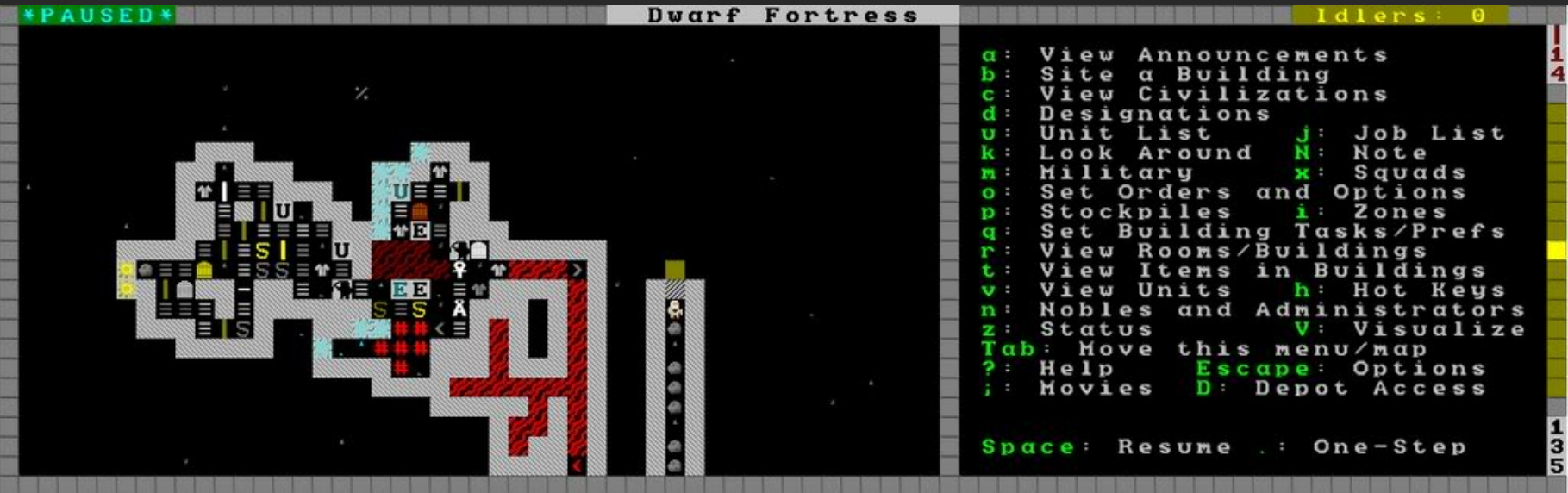
In an attempt to carve a magma forge in the adamantine-rich demon pits, Urist carved a channel. But there was another magma pool above, and this played havoc on which stone she could and could not channel out. In the first mishap, Urist nearly fell into molten lava.



Then she carved a new channel.



But she didnt pay attention to how the changed plans affected the tunnels below. This resulted in lava spilling out into the only exit back to the surface that Urist had.



Urist makes her escape from the Underworld.

The lava eventually evaporated, and so we now only have 3 tiny pools of lava for the entire fort.

Damn.



Oh well...at least the Palace is coming along nicely.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 13, 2008, 06:26:50 pm**

"Then it is agreed?"

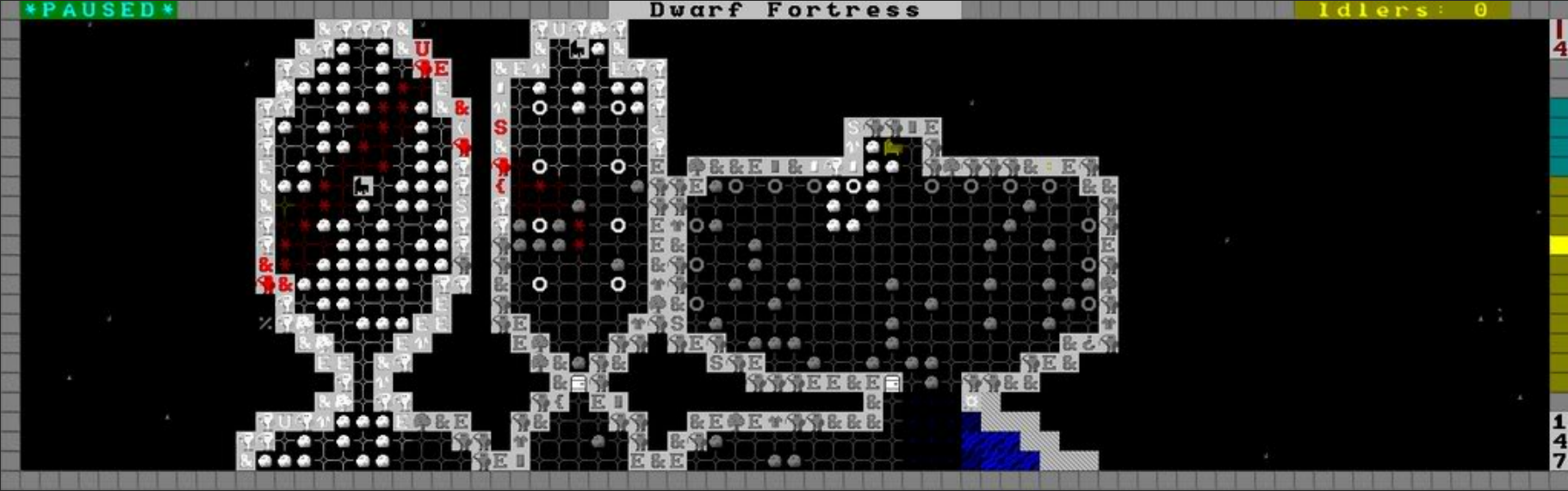
"Yes, it is," said Morul Cryptassault, the legendary trader of Blockedlance. "I am your loyal servant in this endeavor. We must act now to save our great nation."

"Good. I will need your help in the coming months and years." Urist sipped her cup of sunshine. "We will need to get the Queen's man on board," she added.

"He shouldn't be a problem."

"No...either way...he wont be a problem," Urist chuckled. "Well then, there it is. Onto other matters....I think we need to stop this uselss 'trading with others' policy. Have the goblin's trading goods seized."

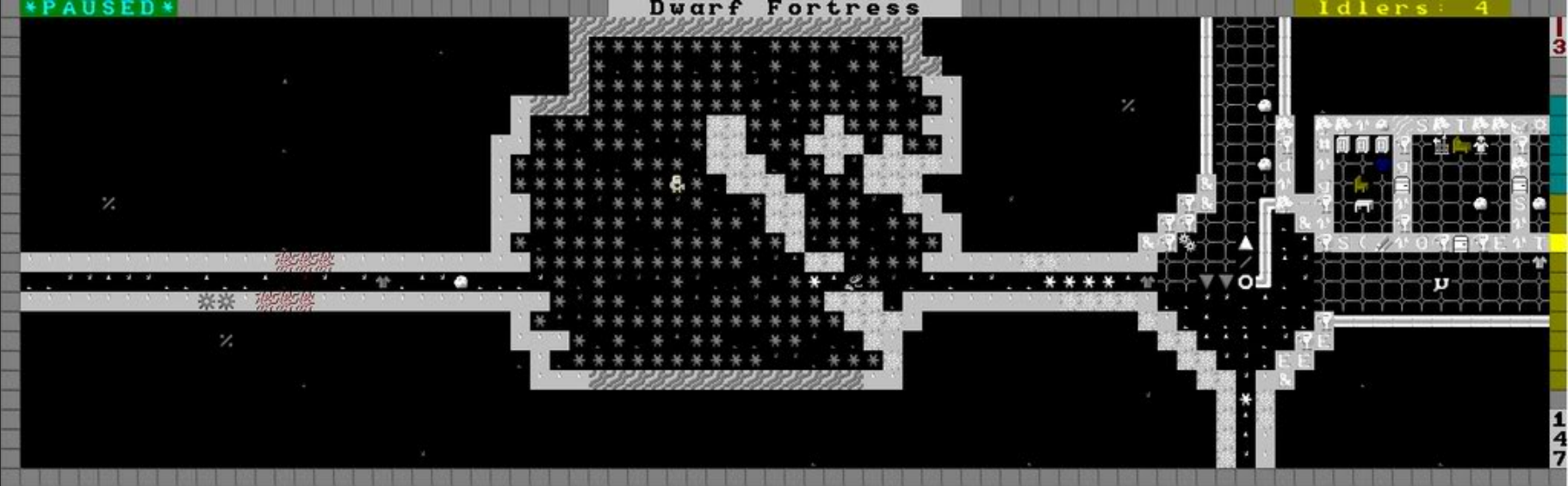
"Yes, my lady," said Morul. He bowed and left the gigantic bedroom Urist had been living in.



The Goblins leave Blockedlance, fearing their lives were in jeopardy anywhere near these insane creatures.



Urist finished setting up the magma forge and worked day and night smelting iron and casting it into different things. She started learning blacksmithing along with her stoneworking. When she ran out of hematite ore, she mined out a massive glob of magnetite over the course of a weekend.

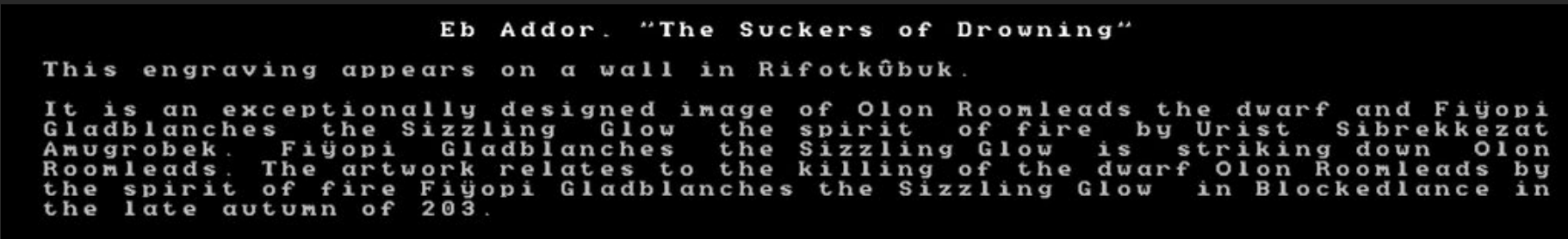


She realized how much output she could produce compared to the other dwarves. She began to realize her superiority. She could run this entire place alone.

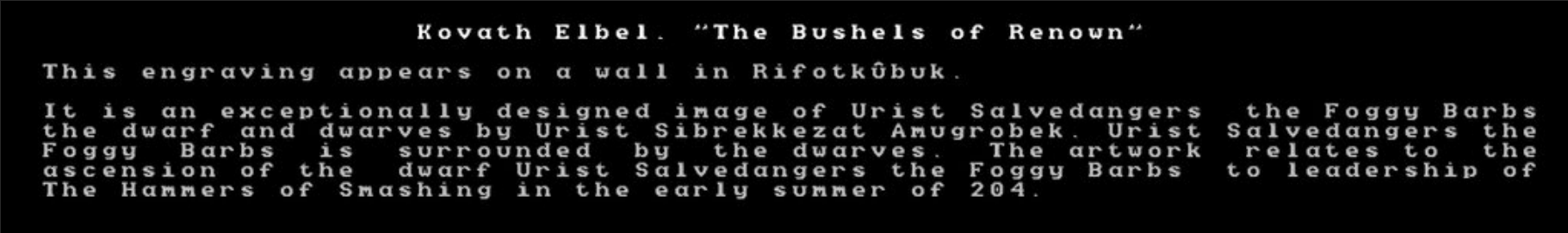
I only need them to haul stone, Urist thought to herself.

Urist spent the year smelting, smithing, and mining and STILL found time to add finishing touches to the royal bedroom under construction one floor deeper than the commoners' rooms. That's just how badass she is.

Meanwhile, the other dwarves were in awe of the power of her pick, and the speed of her chisel. They adored the masterwork engravings that covered every wall...



And Urist's personal favorite, the one she carved relentlessly over and over...



The dwarves idolized the legendary Urist. She could do no wrong, even though no one really knew her well enough to call her a friend. All her friends had died, and Urist had replaced relationships with work. The people she knew now were all passing acquaintances. They still loved her despite her aloofness, however, perhaps even because of it. They knew she was batshit insane, but dwarves view insanity as charming.

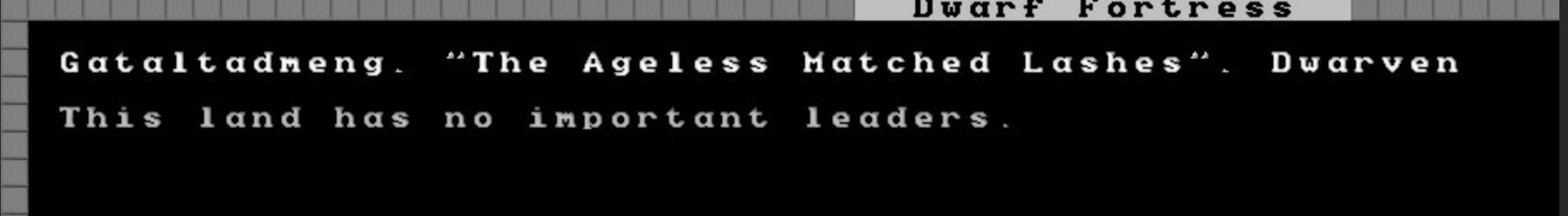
"Sanity is like life without beer," the great dwarf sage Cog Fucius once said.

And so it was that even the Clerk Mafol Lanceappears, friend of the murdered fallen Queen, came to support Urist's rule.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 13, 2008, 06:36:41 pm**

Chapter #2 - Revolution!!!

Outpost Rifotkûbuk. "Blockedlance"				1st Granite. 209. Early Spring					
Animals		Kitchen		Stone		Stocks		Justice	
Created Wealth:		205074*		Population:		19			
Weapons:		2230*		Miners		 None		Champions  2	
Armor and Garb:		53130*		Woodworkers		 1		Axe Lord  None	
Furniture:		14661*		Stoneworkers		 1		Swordswarves  None	
Other Objects:		42156*		Rangers		 None		Swordmasters  None	
Architecture:		61599*		Metalsmiths		 None		Macedwarves  None	
Displayed:		9618*		Jewelers		 None		Mace Lords  None	
Held/Worn:		21680*		Craftsdwarves		 2		Hammerdwarves  None	
Imported Wealth:		376741*		Nobles/Admins		 2		Hammer Lords  None	
Exported Wealth:		10980*		Peasants		 None		Speardwarves  None	
Food Stores:		1129		Children		 3		Spearmasters  None	
Meat		71		Fishery Workers		 None		Marksdwarves  1	
Fish		1		Farmers		 6		Elite Mrksdurvs  None	
Plant		409		Engineers		 1		Wrestlers  None	
		Seeds 30		Trained Animals		A None		Elite Wrestlers  None	
		Drink 339		Other Animals		A 57		Recruits  None	
		Other 279							



Apparently, and I hadnt realized this...my civ had their last mountain hall destroyed 30 years before Blockedlance was founded in 200. In 201, the Ageless Matched Lashes rebuilt the mountain hall at Letterclose, which Queen Cog had actually fled from 30 years ago after the old ruler was killed and mutilated.

Now...the crown should be inherited by whomever is the last surviving local leader of a civ right?

That can mean only one thing...



All hail Urist Salvedangers, Queen of the Ageless Matched Lashes!!! Long live Queen Urist!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 13, 2008, 06:52:11 pm**

Que insane laugh!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Warlord255** on **December 13, 2008, 06:54:32 pm**

I know now what I must do.

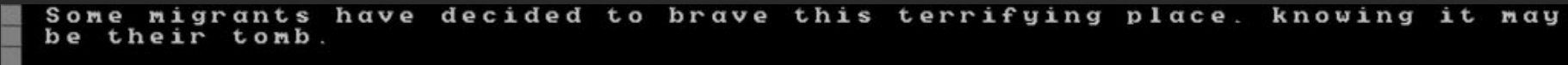
A coup such as this must be staged, that a Dwarven warrior might be promoted to King, leading the armies into battle.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MC Dirty** on **December 15, 2008, 04:09:24 am**

All hail the great and mighty Queen Urist!

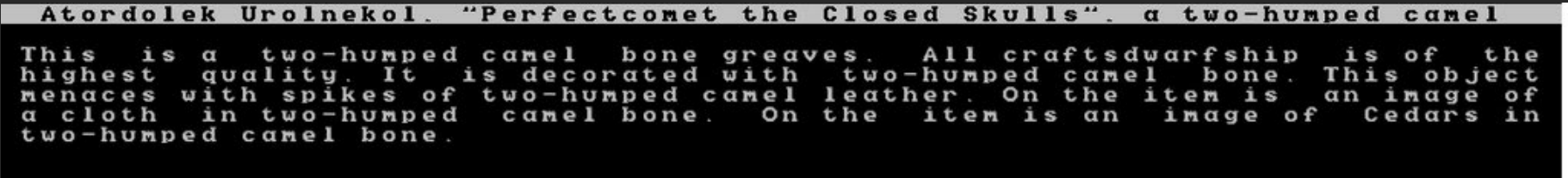
Also, bump for awesomeness!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 15, 2008, 05:42:13 pm**



No sooner had Urist announced her ascension, and crowned herself queen than a band of hardy dwarves with manly beards on their sacks showed up. Word spread fast around these parts. Apparently, there were many survivors of the destruction of Letterclose, clinging to a meager existence out here in these haunted and terrifying lands.

Urist greeted them warmly. The food stockpiles were overflowing, the mines coming along nicely, the forges set up, and the cave itself was becoming quite ornately decorated. Most of the new migrants became warriors, and the former soap makers set out to train in combat.



The year 209 also brough us our very first artifact! It is a bone greave, so its useless in a fort with steel and adamantine. But whatever. The guy who carved it is now a legendary bone carver, and my other bone carver is almost legendary. Blockedlance is running out of bone because of these two.

Urist knew that if she was to build a safe haven for nearby dwarves to come to, she needed to forify this area. All by herself she began building a wall around the perimeter of the fortress. She was the forts only mason, but she was faster than a whole crew of masons. She had to destroy a few things to make way for the wall, and Urist was surprised to notice a CHILD helping to clear the path for the new wall.

Deduk Otungkikrost. Woodworker	No Job
Urist Sibrekkezat Amugrobek. Queen	Smelt Hematite Ore/R
Mogan Codistnail. Bone Carver	Make bone bolts/R
Urdin Novecelian. Clothier	No Job
Domas Libadaban. Planter	Slaughter Animal
Obok Tatiden. Planter	No Job
Cerol Rulilral. Planter	No Job
Lorban Lyröntak. Planter	No Job
Stinthäd Kollotol. Brewer	On Break
Atis Athelküd. Brewer	Brew Drink/R
Meng Mözirlogem. Siege Engineer	No Job
Mafol Kûbukasrer. Clerk	No Job
Mörul Momuzarist. Trader	Tan a Hide
Fikod Inodzoz. Champion	Soldier
Kulet Daturzasit. Champion	Soldier
Tosid Nobrovod. Marksdwarf	Shooting at Archery Range
Reg Rigathiolok. Child	
Zen Tarenustuth. Child	
Snul Limulkikrost. Child	Remove Construction
v: ViewCre. c: Zoom-Cre. b: Zoom-Bld. m: Manager. r: Remv Cre	

"Morul! Damnit, what is this kid doing up here?"

"Your majesty?"

"This child right here!" Queen Urist pointed. "Who told this child to come up here and remove this construction?"

"Uhhh...nobody, your majesty."

"Then why is this child removing this construction???" Urist nearly shouted.

"Uhhh...I hate to break it to you your majesty, but...."

A child does as it pleases!

Just as Urist and Morul were discussing the issue, someone came running with news that a craftsdwarf of Blockedlance has just carved the most valuable artifact in the known world....a totally plain Adamantine Mug!!!

This is a Raw adamantine mug. All craftsdwarfship is of the highest quality. It is encrusted with Raw adamantine.

It was worth 600,000 dwarfbucks. Urist had it placed in her dining room.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 15, 2008, 06:21:54 pm**

Hamlet Rifotkûbuk. "Blockedlance"				18th Granite. 210. Early Spring			
Animals		Kitchen		Stone		Stocks	
						Justice	
Created Wealth:		1036625*		Population:		48	
Weapons:		684*		Miners		Champions	
Armor and Garb:		71150*		Woodworkers		Axe Lords	
Furniture:		31601*		Stoneworkers		Swordsdwarves	
Other Objects:		787470*		Rangers		Swordmasters	
Architecture:		78478*		Metalsmiths		Macedwarves	
Displayed:		26097*		Jewelers		Mace Lords	
Held/Worn:		41145*		Craftsdwarves		Hammerdwarves	
Imported Wealth:		443781*		Nobles/Admins		Hammer Lords	
Exported Wealth:		10980*		Peasants		Speardwarves	
Food Stores:		1829		Children		Spearmasters	
Meat		18		Fishery Workers		Marksdwarves	
Fish		5		Farmers		Elite Mrksdwrvs	
Plant		493		Engineers		Wrestlers	
		Seeds		Trained Animals		Elite Wrestlers	
		Drinks		Other Animals		Recruits	
		Other					
		245					
		444					
		624					

It is now Spring of 210. Another small band of migrants showed up and more dwarves continue to stumble out of the dark forest into our encampment throughout the year.

Soon we are a healthy sized hamlet again. We seem to have survived our grand disembowelment at the hands of the fire spirits. The goblins dont even seem to haunt this place anymore. Instead, they come to trade!

"Your majesty, I must confess, I am perplexed by your trading policies," said Morul Cryptassault during a meeting one day.

"Yes? And why is that?"

"Well, we seem to just keep taking everything from the goblins and elves."

"What's wrong with that Morul, we've never robbed dwarves."

"Oh, yes, your majesty! But wont they get mad and attack us?"

"Hahahaha!" Queen Urist laughed heartily. "Oh come now Morul, dont you WANT to fight elves and goblins?"

"Uhhh...I....well, sure....I guess."

"Good. Because I want to fucking kill them. Badly." Urist sipped sunshine out of her new adamantine mug. There was a knock at the door. Urist motioned Morul to answer it. It was a peasant carrying a rose quartz harp.

"Your majesty, I have another gift for you!" said a peasant as he hauled the harp in.

Rimtar Reggusgash. "Rimtar Glovestokers". a Rose quartz harp

This is a Rose quartz harp. All craftsdwarfship is of the highest quality. On the item is an image of a demon in Rose quartz. The demon is striking a menacing pose.

"Yes, it is very lovely, put it over there. Tell me peasant, what is the name of this artifact?" asked Urist.

"Rimtar Glovestokers...it's named after its maker!" smiled the dwarf.

"Yes...how charming. Well Morul...I believe that's it. OH! Can you look in to this demonic infestation I keep hearing about?"

"Demonic infestation, your majesty?" asked Morul.

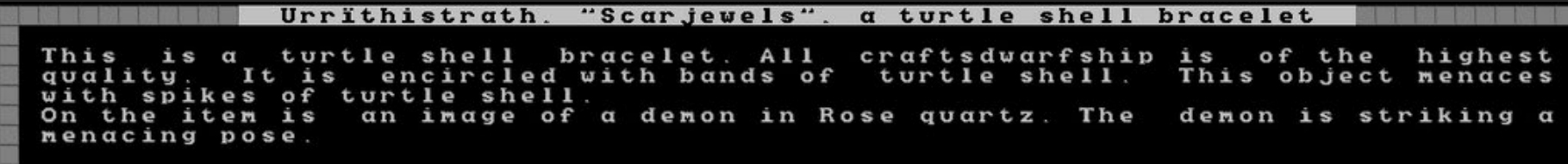


"Yeah...Ive heard several peasants complain about large dead rats stinking up the store room. Be a dear and make sure it's cleaned up would you?"

"Yes, your majesty." Morul headed out to take care of Blockedlance's demon rat problem.



Meanwhile, that uppity child is at it again! This time she has entered some kind of strange mood! Urist was horrified by these developments that go counter to nature's plan.



A turtle shell bracelet. Hey, at least it's got a demon on it. That's cool.



Damnit!

ANOTHER legendary bone carver!?!?!?

How many do we need???

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 15, 2008, 08:23:11 pm**

12

To deal with the bones of goblins and elves.

Evil laugh

Village Rifotkûbuk. "Blockedlance"				1st Granite. 211. Early Spring			
Animals		Kitchen		Stone		Stocks	
						Justice	
Created Wealth:		1114395*		Population:		71	
Weapons:		594*		Miners		Champions	
Armor and Garb:		72025*		Woodworkers		Axe Lords	
Furniture:		36981*		Stoneworkers		Swordsdwarves	
Other Objects:		843809*		Rangers		Swordmasters	
Architecture:		87095*		Metalsmiths		Macedwarves	
Displayed:		31911*		Jewelers		Mace Lords	
Held/Worn:		41980*		Craftsdwarves		Hammerdwarves	
Imported Wealth:		505916*		Nobles/Admins		Hammer Lords	
Exported Wealth:		10980*		Peasants		Speardwarves	
Food Stores:		2300		Children		Spearmasters	
Meat		19		Fishery Workers		Marksdwarves	
Fish		4		Farmers		Elite Mrksdurvs	
Plant		529		Engineers		Wrestlers	
		Seeds		Trained Animals		Elite Wrestlers	
		Drink		Other Animals		Recruits	
		Other					
		256					
		675					
		817					

And soon it came to pass that it was spring of 211. Rifotkubuk, the great fortress of Blockedlance, had grown into a mighty village. The requirements of running the place were beginning to put a strain on Queen Urist. She convened the triumvirate of power that was Blockedlance's government. Morul the trader and Mafol the Clerk met with Urist in the grand throne room. Urist sat on a platinum throne, sipping sunshine out of her ever present Adamantine mug; Ashokvakist ('Timelaces').

"What I propose is ceding more power to you, Morul. Perhaps you could run the day to day affairs? Just make sure the stockpiles are full, and the vermin are kept out. And if the peasants have a complaint you will be the man they go to. In return I will let you sleep in the old overseer's room."

"Uh, yes your majesty. That sounds very good, thank you!" smiled Morul.

"Yes, we'll do it in a way that makes the peasants feel good...like an election. We'll have you elected mayor!"

"Oh, your majesty, you do me too much justice. Could I really win an election?"

"Sure, you're popular enough! Don't worry, either way, I will make sure you are mayor. I count the votes afterall!" laughed Urist. Morul smiled uneasily.

"Uh, your majesty?" asked Mafol Lanceappears, the Clerk.

"Yes?"

"What new powers should I assume?" he asked happily.

"Oh.....ummmm...well, I know! Why don't you assist Morul? You could help him keep the demon rats out of the storeroom, and just make sure this place is kept tidy."

"Well, forgive me your majesty, but that's my job now. I was hoping I could get more responisbilities...and maybe a bigger room?"

"Well Mafol, I - " Urist began. Suddenly, a guard entered the throne room and approached Urist. He whispered something into the Queens ear. "Yes, let them in," she nodded. "Well, gentlemen, we're going to have to cut this short. It appears some more migrants have arrived, including someone who claims to be a 'Dungeon Master'. I shall speak with you again. Congratulations Morul, you can begin moving your stuff into the room right away."

"Yes your majesty!"

Urist went off to meet this Master of Dungeons.

Ast Uvarasmel. "Ast Lulledmerchant". Dungeon Master	
Ast Uvarasmel has been unhappy lately. She admired a very fine Statue lately. She was angered by a lesser's pretentious dining arrangements lately. She slept in a good bedroom recently. She dined in a poor dining room recently. She worried greatly about not having a tomb after gaining another year. She was caught in the rain recently. She admired own fine Bed lately. She has been satisfied at work lately. She is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Members of Seaching. Ast Uvarasmel likes Obsidian. Copper. Silver. Electrum. Gold. Platinum. Emerald. Ruby. Sapphire. dragon bone. two-handed swords. plate mail. cloaks. crowns. large gems. coins and harpies for their feathery wings. She has a calm demeanor. She tends to avoid crowds. She appreciates art and natural beauty. She does not go out of her way to help others. She is modest. She often does the first thing that comes to mind. She needs alcohol to get through the working day.	

The Dungeon Master's name was Ast Lulledmerchant. She was a worshipper of Ber Steelearthern, the Dyes of Brightness, just as Urist was. But immediately the two did not get along. Urist was hoping the Dungeon Master might take some of the administrative slack off of her hands, but it wasn't to be the case. Ast had no patience for administration, and spent all her time pondering fell beasts and treasure. She had quite opulent tastes. Urist carved a room out for her immediately, but Ast was horribly upset at Urist's accomodations. Ast didn't seem to think Urist was a legitimate Queen. If Ast really was a Dungeon Master, then perhaps she had a fortress somewhere? Perhaps Ast thought herself the rightful heir to the throne of the Ageless Matched Latches?

Urist decided to keep an eye on this one.

Alek Thokit. "The Humor of Affliction". a Rose quartz harp	
This is a Rose quartz harp. All craftsdworfship is of the highest quality. It is encrusted with Rose quartz. decorated with horse bone and encircled with bands of Rose quartz. This object menaces with spikes of Rose quartz and sturgeon leather. On the item is an image of a dwarf in Highwood. On the item is an image of a Raw adamantine mug in Electrum.	

Meanwhile, someone carved Urist ANOTHER rose quartz harp. This one was much cooler, however, as it had a picture of a dwarf holding up Ashokvakist, the admantine mug that Urist loved so much.

Before the summer was over, more problems plagued Blockedlance. Morul had come to Urist wondering what to do with a dry well.

'Damnit Morul, YOU are the Mayor! The whole reason I made you mayor was so YOU could deal with this kind of stuff!!! So go deal with it! Build a new damn well somewhere!"

"Well that's the problem, your majesty! The next nearest pool of water is incredibly tiny and weve been using it as a garbage dump for excess animal lard," explained Morul.



Queen Urist, donning her best Marie Antoinette voice, exclaimed, "Then let them drink fat!"

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **DI7789** on **December 16, 2008, 04:29:10 pm**

Quote from: MrGimp on December 16, 2008, 02:50:38 pm
Queen Urist, donning her best Marie Antoinette voice, exclaimed, "Then let them drink fat!"

Pre-Sigged ;D excellent story, its rekindled my love for the name 'Urist'

Edit for typo

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **AlienChickenPie** on **December 17, 2008, 05:30:50 pm**

Shirty five horse fat?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **December 17, 2008, 05:40:30 pm**

Quote from: DI7789 on December 16, 2008, 04:29:10 pm
Quote from: MrGimp on December 16, 2008, 02:50:38 pm
Queen Urist, donning her best Marie Antoinette voice, exclaimed, "Then let them drink fat!"

Pre-Sigged ;D excellent story, its rekindled my love for the name 'Urist'

Edit for typo

Interesting fun fact: there is no evidence suggesting that Mary Antoinette said "let them eat cake." As far as historians can tell, she had no idea there was a protest going on, and someone just claimed she said that to get the people riled up.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Plank of Wood** on **December 17, 2008, 05:42:51 pm**

Quote from: LegoLord on December 17, 2008, 05:40:30 pm
Quote from: DI7789 on December 16, 2008, 04:29:10 pm
Quote from: MrGimp on December 16, 2008, 02:50:38 pm
Queen Urist, donning her best Marie Antoinette voice, exclaimed, "Then let them drink fat!"

Pre-Sigged ;D excellent story, its rekindled my love for the name 'Urist'

Edit for typo

Interesting fun fact: there is no evidence suggesting that Mary Antoinette said "let them eat cake." As far as historians can tell, she had no idea there was a protest going on, and someone just claimed she said that to get the people riled up.

Though she did get the trains to run on- oh, wait.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Qmarx** on **December 17, 2008, 06:23:36 pm**

So, wait. Is the name Salved-angers, or Salve-dangers?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **December 17, 2008, 06:27:25 pm**

Quote from: Qmarx on December 17, 2008, 06:23:36 pm
So, wait. Is the name Salved-angers, or Salve-dangers?
I'm pretty sure "salved" is not a word. So my guess is Salve-dangers.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 18, 2008, 02:23:48 pm**

Quote from: AlienChickenPie on December 17, 2008, 05:30:50 pm
Shirty five horse fat?

Its a lot huh? Its like, shirteen times eleventy.

Quote from: LegoLord on December 17, 2008, 06:27:25 pm

Quote from: Omarx on December 17, 2008, 06:23:36 pm

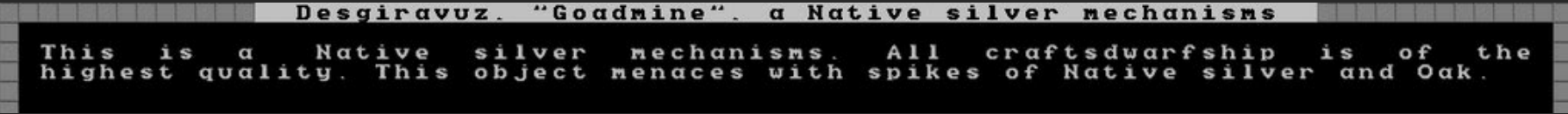
So, wait. Is the name Salved-angers, or Salve-dangers?
I'm pretty sure "salved" is not a word. So my guess is Salve-dangers.

Yeah it's Salve-Dangers.

"Salve - anything that soothes, mollifies, or relieves."

She relieves the dangers. Shes the foggy barb damnit! Unless she's using salve in the other usage -

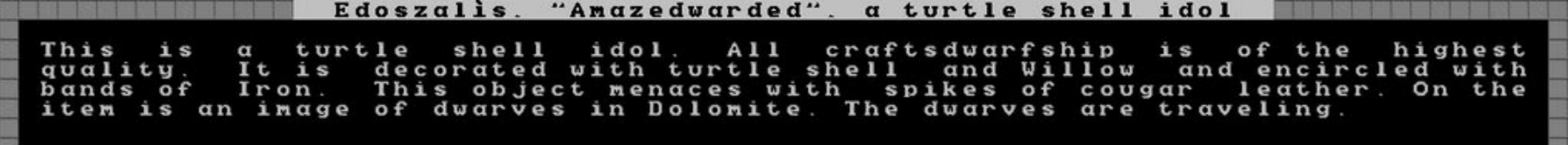
"a medicinal ointment for healing or relieving wounds and sores."



The rest of 211 brought yet more artifacts. First, an engineer got all eggheady on us and built a silver mechanism with spikes of oak. What we will do with it I have no idea.

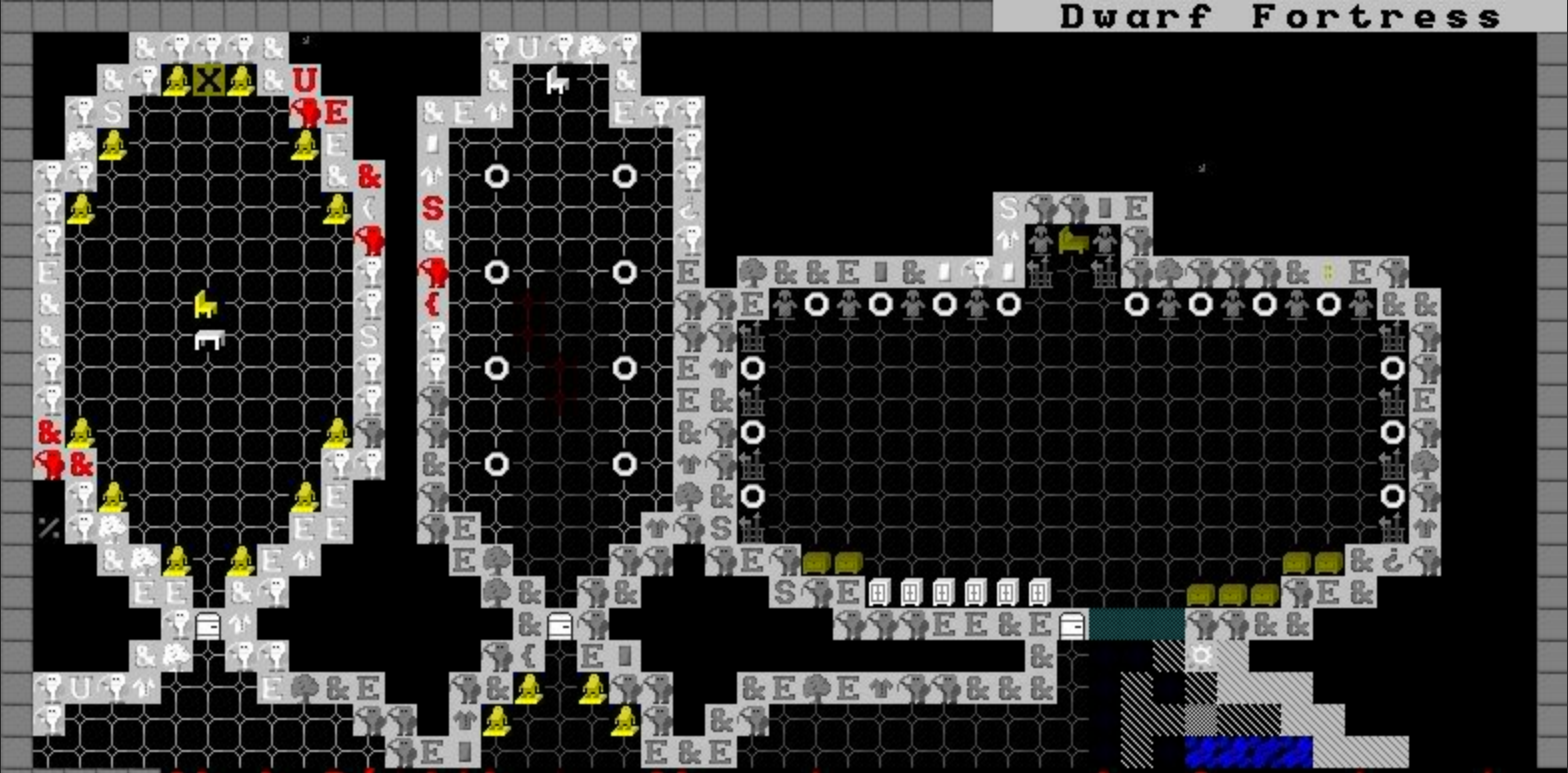


Then we had a recruit get all uppity on us. He gets into this mood, he goes all the way down to the bottom of the fortress and pushes one of the strand extractors out of his workshop. He nearly got beaten for slowing down the production of adamantine strands...but he made up for it by carving Queen Urist a turtle shell idol of her beloved God, Ber Steelearthen.



Of course, after he carved this fine artifact, he became legendary for his bone carving skills. *sigh*





The dungeon master's room paled in comparison to Urist's chambers however. Platinum thrones, platinum tables, golden statues, a chest full of artifacts, a waterfall right in the royal bedroom and plans for a multitude of adamantine statues to be placed throughout the palace.

This is Blockedlance. Opulence is mandatory.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **December 18, 2008, 05:24:14 pm**

You should make the statues out of Raw adamantine if you have a legendary stonecrafter. You ultimately get more value out of it 'cause a metal adamantine statue takes 10 wafers.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 18, 2008, 06:20:32 pm**

Quote from: [LegoLord](#) on December 18, 2008, 05:24:14 pm
You should make the statues out of Raw adamantine if you have a legendary stonecrafter. You ultimately get more value out of it 'cause a metal adamantine statue takes 10 wafers.

Totally. You only need refined adamantine for weapons and armor. Urist is just barely sub-legendary as a mason. When shes done getting to full legendary Ill have her carve the statues.

But yeah, I learned long ago of the tedious waste of making furniture from adamantine wafers. haha

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 19, 2008, 12:47:31 am**

I only learned that recently. Ah well. Still, gold statues in the hundreds!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **AlienChickenPie** on **December 19, 2008, 02:47:03 am**

"The Foggy Barbs" could be interpreted as a syringe, or its plant-derived dwarven counterpart, loaded with this opiate or the other.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 19, 2008, 05:25:38 pm**

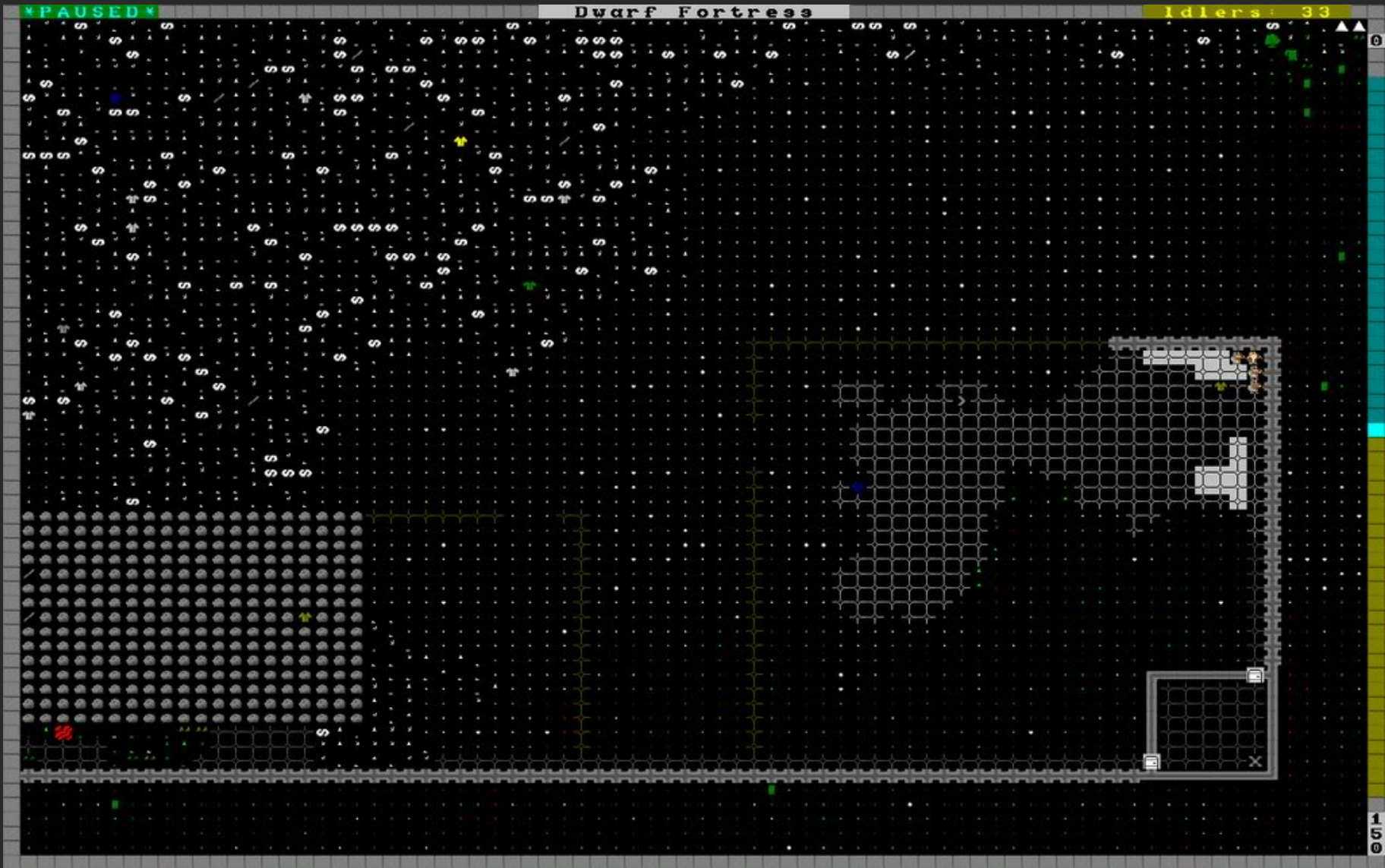
Spring 212

Town Rifotkūbuk. “Blockedlance”				11th Granite. 212. Early Spring			
Animals		Kitchen		Stone		Stocks	
						Justice	
Created Wealth:		1528813*		Population:		103	
Weapons:		1374*		Miners		Champions	
Armor and Garb:		121680*		Woodworkers		Axedwarves	
Furniture:		62906*		Stoneworkers		Axe Lords	
Other Objects:		1077254*		Rangers		Swordsdwarves	
Architecture:		119725*		Metalsmiths		Swordmasters	
Displayed:		56849*		Jewelers		Macedwarves	
Held/Worn:		89025*		Craftsdwarves		Mace Lords	
Imported Wealth:		558528*		Nobles/Admins		Hammerdwarves	
Exported Wealth:		18919*		Peasants		Hammer Lords	
Food Stores:		2355		Children		Speardwarves	
Meat		27		Fishers/Workers		Spearmasters	
Fish		13		Farmers		Marksdwarves	
Plant		411		Engineers		Elite Mrksdurvs	
				Trained Animals		Wrestlers	
				Other Animals		Elite Wrestlers	
						Recruits	

Welcome to the town of Rifotkubuk, now with resized screenshots!



Here is the keep. It's the defensive barrier that will be holding back the elf and goblin hordes in the years to come...if Armok would only be so kind as to rekindle the spark of bloodlust in their cold-blooded hearts.



Here is the upper section, with marksdwarves on lookout.

Urist built that entire stone wall herself (the wooden walls of the future horse corals were built by the carpenters). Shes the only mason Blockedlance needs. She honestly builds faster than a crew of non-legendaries would.

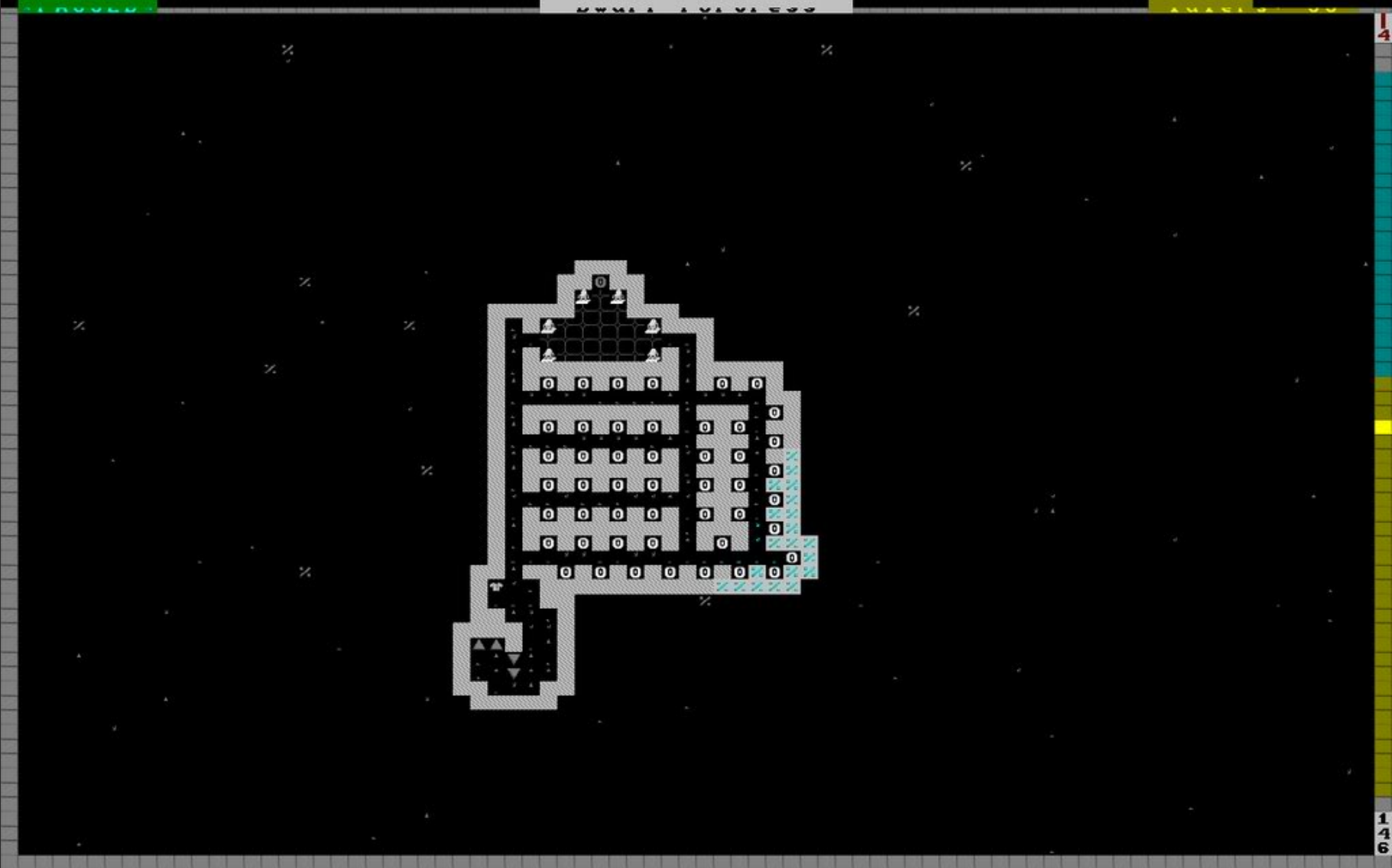


Heres the main hall. Im expanding the dining area and placing glass windows. It's not finished. I'll also have other dining areas down below.



Here's the peasant residence hall. Im expanding it north towards the river, and on the banks of that river Im going to build the peasant's communal statue garden. You have to give the peasant's plenty of diversions if you want them to shut up about all the wealth and power youre accumulating.

Ignore the room being carved at the bottom left.



Here are the catacombs as of Spring 212. It's pretty much all full. The big room is the Dungeon Master's burial chamber. I didn't want to do it, but what can you do? I kept it simple, dolomite statues and a diorite coffin. She's lucky she got smoothed floors.



I know Urist wouldnt have done it for any other noble, but the dungeon master not only worships the same god, but shes also one of those rare nobles that work...just like Queen Urist. Here is Ast Lulledmerchant forging some random metal item now.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 19, 2008, 05:34:03 pm**

Urist approached Blockedlance's two carpenters.

"My good dwarves, you are getting very skilled in your art."

"Thank you, your majesty!" the two dwarves beamed.

"Tell me, how long would it take to build a wall as wide as a caravan's wagon?" asked the Queen. It was an odd question.

"Um, not long at all. Why?"

"The goblins have just arrived and are unloading their goods. I want you to seal them inside the trade depot."

"Your majesty?"

"Just do it. And go tell the marksdwarves to move over there on that ledge, where they can get a better shot of the depot."

"Um...yes your majesty," was the dutiful reply.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Shoruke** on **December 20, 2008, 12:52:05 am**

If you leave them in there long enough, they go ballistic. I did it to the elves in my fortress. It's quite humourous to watch the traders fight it out with their pack animals.

Quote from: MrGimp on December 18, 2008, 02:23:48 pm

Quote from: AlienChickenPie on December 17, 2008, 05:30:50 pm

Shirty five horse fat?

Its a lot huh? Its like, shirteen times eleventy.

I ishn't drunk. zhat zhere'sh shirty-five peesheshz of fatsh. Shee? I can countsh jusht fine.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **December 20, 2008, 02:40:53 am**

Wo! Insane goblins fight puny mules and get shot! I love this

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 24, 2008, 06:08:47 pm**

"Massster?" hissed the goblin under his breath.

"Yesss?"

"The dwarvesss have nailed boardsss over the entrance! We're trapped!"

"What? No. We're here to trade." The goblin captain shouted to the marksdwarves on the hill, "Hey dwarf, we need to get out of here. We have homesss and familiesss."

The marksdwarf smiled and held his crossbow high. The goblins banged on the wooden blockade, screaming to be let out. The marksdwarves just laughed.

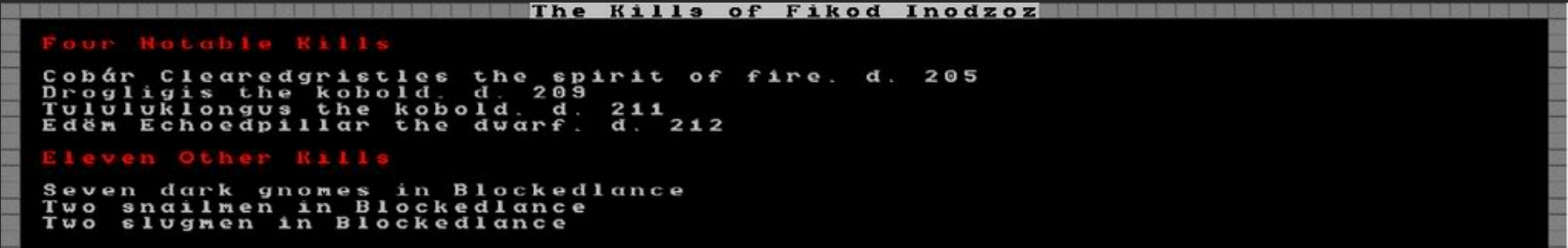
The merchants from Kugazolak will be leaving soon.

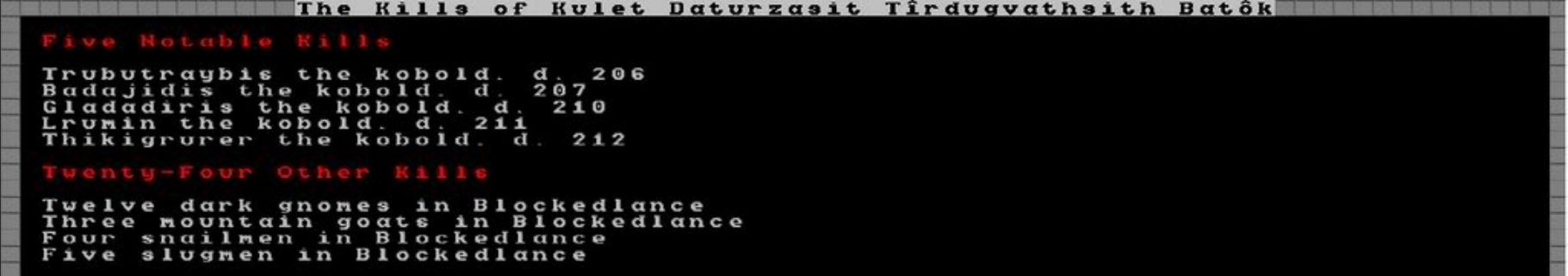
"Oh no you wont..." said the marksdwarf squad leader as he aimed his crossbow for one of the goblins' heads.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 24, 2008, 06:24:30 pm**



The goblins were mercilessly cut down. That will show them for trying to peacefully trade with dwarves!





Heres our two greatest champions. Theyre actually wounded and dont train anymore, theyre really not our greatest...but they see the most action. They werent in on the goblin slaughter but they did just kill some crazy dwarf who went berserk down in the lower levels and killed a strand extractor. Fikkod Inodzoz is the only living dwarf who has killed a Spirit of Fire. He's my favorite dude.



Speaking of our champions, one just bled to death.



But hey, he worships chaos war and fortresses, so its not a big deal if he dies from the chaos of simulated war in the barracks of our great fortress.

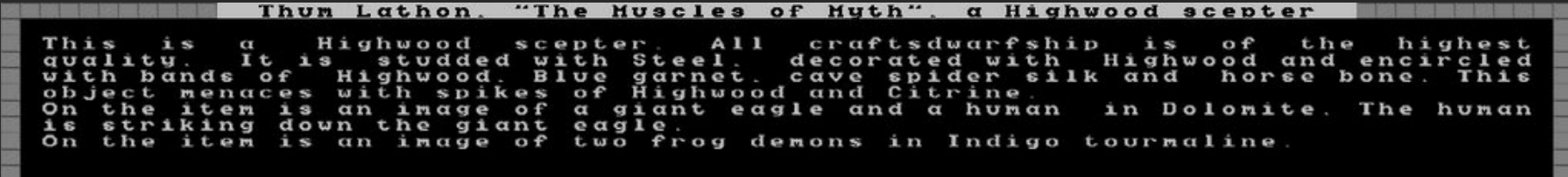


Just as Urist was ordering the champion an honorable burial, migrants arrived! A tax collector, a hammerer, and a Baron and Baroness. What was their first order of business you ask?



To evict the wife of the slain champion from her hovel, and force her to beg in the hallways.

Fucking nobles.



In other news, some eccentric dwarf carved Urist a highwood scepter, so that she could rule with a more complete set of regalia.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 24, 2008, 06:41:33 pm**



Nil Ledonshen has been ecstatic lately. He was very pleased to receive a higher rank of nobility recently. He talked with the spouse lately. He admired a fine Door lately. He has been satisfied at work lately. He was disgusted by a miasma lately. He is married to Zuntir Grizzlyboards. He is a worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Hatched Lothes. He is a member of The Members of Sunshine. Nil Ledonshen likes Microcline. Lay pewter. Red spinel. amber. flasks and horses for their strength. He often feels discouraged. He cracks easily under pressure. He prefers to be alone. He is not a risk-taker. He appreciates art and natural beauty. He is put off by authority and tradition. He takes time when making decisions. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time.

Right after the Baroness and Baron arrived, it struck Urist that enough dwarves lived in the area to call it not just a barony, but a county! Besides, these nobles at least worshipped the same god as Urist, so why not give them an honorary promotion? Urist wanted them to take over some of the administrative work anyways, she wasnt cut out to handle all these dwarves, all these problems, and all these details.

So, while she hated nobles, she wasnt too upset with these two. If you have to have nobles, you might as well have nobles who depend on you as the source of their power, and their protector from the outside world. These two did not inherit power, Blockedlance was far too young to have been inherited by this pair. No, they had fled Letterclose many decades ago, somehow managing to hang onto their titles and wealth even after they lost their land. And now this was their land. Or at least, a nice opulent chunk of it would be.

Urist ordered a massive chamber carved out at rush speed. Meanwhile, she tended to her duties as the Queen. But the stress of her job was taking its toll on her...as one of the peasants would notice.



First Urist set aside time for a meeting.

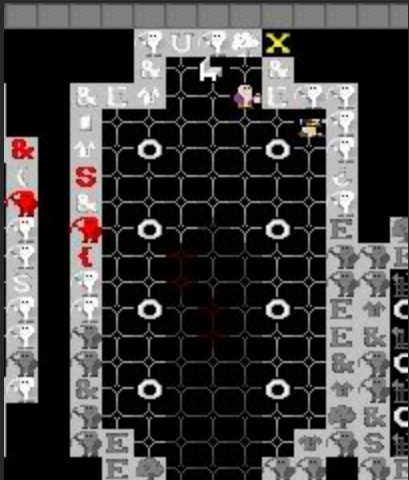


The peasant was a bit late, seeing as how Urist had asked him to haul a barrel of sunshine down with him so they could get drunk during their meeting. When he got there, he was just in time to see Urist running out the door.



She went upstairs. The peasant loyally followed his Queen, hauling the sunshine barrel all the way back to the still, where the Queen was

drinking sunshine.



Then they marched back downstairs, the peasant still hauling the booze. The meeting at last took place.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 29, 2008, 04:59:28 pm**

Sorry, I've been messed up by christmas. But Ive played this fortress to 216 so far, so there shouldnt be a shortage of updates. Ill post a few now, but yeah, if anyone is still reading this after me not really posting for a couple weeks then let me know hahaha

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 29, 2008, 05:06:05 pm**

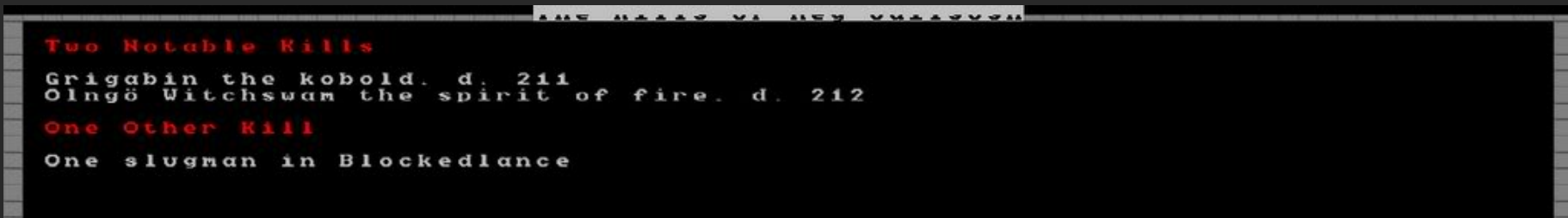
So heres how stupid I am...



I wanted to get that fire spirit and put him in a little isolated firing station near a newly built Trade Depot. So I find a crippled military dwarf to be the bait.



But Fire Spirits cant be trapped in cages. And did I think to edit the raws? No. I tried it a couple times, it didnt work, he died, and I carried on.



He was shot by a marksdwarf oddly enough. The bait dwarf however, was bleeding heavily and fell unconscious on a trap.



So now I have a dead Dobar in a cage.


```

City Rifotkūbuk. "Blockedlance"                               17th Hematite. 213. Early Summer

Animals      Kitchen      Stone      Stocks      Prices      Currency      Justice

Created Wealth:
You need a broker with the appraisal skill.

Trade Information:
You need a broker with the appraisal skill.

Food Stores:
Heat 7 Seeds 392
Fish 12 Drink 925
Plant 385 Other 1345

Population: 160
Miners 6
Woodworkers 5
Stoneworkers 1
Rangers None
Metal Smiths 6
Jewelers 4
Crafts Dwarves 10
Nobles/Admins 8
Peasants 17
Children 20
Fishers/Workers 5
Farmers 30
Engineers 5
Trained Animals A None
Other Animals A 47

Champions 18
Assassins None
Axe Lords None
Sword Dwarves None
Swordmasters None
Mace Dwarves None
Mace Lords None
Hammer Dwarves None
Hammer Lords None
Spear Dwarves None
Spearmasters None
Mark Dwarves 15
Elite Marked Dwarves 1
Wrestlers 7
Elite Wrestlers 2
Recruits None

```

Summer 213.
Blockedlance grows still larger.

Not much happened. Heres a little filler for ya. Heres some of the engravings being etched into the walls around here....

It brought back memories of Urist's arrival, when dozens of demons still haunted this outpost. Visions of melted dwarf flesh dangling from charred bone. Screaming dwarves being burned alive by heartless spirits. The mountains of rotting bodies...the flies...the stench...

Engraved on the wall is an exceptionally designed image of a goblin and a dwarf by Urist Sibrekkezat Amugrobek. The goblin is making a plaintive gesture. The dwarf is striking a menacing pose.

[illegible]

Iyathi Isilacimathi Itheÿi Nimo. Elf Merchant
"Iyathi Magiclizards the Prestige of Pits"
In a berserk rage! ♫

Summer 213.

Blockedlance grows still larger.

Närnebel. "The Raw Admirer"

Engraved on the wall is an exceptionally designed image of a dwarf by Urist Sibrekkezat Amugrobek. The dwarf is engraving.

Mafol Imesh. "The Chambers of Sprinkling"

Engraved on the wall is an exceptionally designed image of a goblin and a dwarf by Urist Sibrekkezat Amugrobek. The dwarf is shooting the goblin.

Zuntir Ük. "The Anvil of Dinner"

Engraved on the wall is an exceptionally designed image of a dwarf and a spirit of fire by Urist Sibrekkezat Amugrobek. The spirit of fire is striking down the dwarf.

Lavathothôs. "The Rounded Wilt"

Engraved on the wall is an exceptionally designed image of a donkey and a elf by Urist Sibrekkezat Amugrobek. The elf is striking down the donkey.

Ushangmishar. "The Monstrous Deity"

Engraved on the wall is a masterfully designed image of a giant eagle and a human by Urist Sibrekkezat Amugrobek. The giant eagle is cringing. The human is laughing.

This last one is part of a series. Apparently, some human went around this area long ago slaughtering sasquatches and giant eagles, among other beasts. He appears to be quite badass, and Urist seems to love his story of giant eagle genocide.

dog meat roast †20‡

This is a stack of 20 finely-prepared dog meat roast. The ingredients are finely minced Plump helmet, superiorly minced cow cheese, superiorly minced longnose gar meat and superiorly minced dog meat.

Heres some of the food being eaten around here. Dog meat roast. Yum.

Dunem Engdulfensast. Human Diplomat
"Dunem Trickscars"
♀

Also, the human diplomat's name is Dunem Trickscars. Trickscars? How do those work exactly?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Hawkfrost** on **December 29, 2008, 05:52:02 pm**

I'm still reading this!

Great story so far mate.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **December 29, 2008, 06:12:38 pm**

Chapter #3 - The Murder of Momuz

Metropolis RifotkÜbuk. "Blockedlance"				1st Limestone. 213. Early Autumn									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:				Population:				161					
You need a broker with the appraisal skill.				Miners				6		Champions		22	
				Woodworkers				5		Swordmasters		None	
				Stoneworkers				1		Axe Lords		None	
				Rangers				None		Swordmasters		None	
Trade Information:				Metalsmiths				6		Mace Lords		None	
				Jewelers				4		Hammerdwarves		None	
You need a broker with the appraisal skill.				Craftedwarves				10		Hammer Lords		None	
				Nobles/Admins				8		Spearwarves		1	
				Peasants				16		Spearmasters		None	
				Children				21		Marksdwarves		15	
				Fishers Workers				5		Elite Mrkedurvs		1	
Food Stores:				3184		Farmers		30		Wrestlers		1	
Meat		23		Seeds		327		5		Elite Wrestlers		4	
Fish		24		Drink		764		None		Recruits		None	
Plant		406		Other		1640		40					
				Trained Animals				A					
				Other Animals				A					

Autumn of 213.

Waves of migrants came in the year 214, and Blockedlance, the great Rifotkubuk, had become a Metropolis.



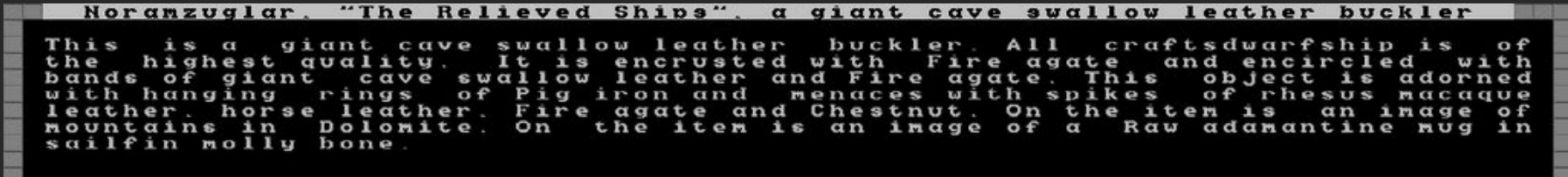
The Baron and Baroness were promoted yet again, in a ceremony held in Urist's throne room. Now they would be a Duke and a Duchess, and their grand residence was receiving some finishing touches.



A philosopher arrived in the most recent wave of immigrants. Urist thought he was dreamy. He was really brainy, and did nothing but sit around all day and pontificate. He was a perfect match for Urist.



She decided to patronize the wise dwarf, and carved a room out for him within the palace itself. She hoped the time spent near each other would make them close.



An artifact buckler was made this season. "Big Deal," was the Queen's majestic reply.

Urist had just ordered the buckler thrown in her chest of artifacts when all of a sudden, a messenger arrived carrying news that the Duchess, drunk with the power of her new title, had sentenced one of our heroic champions to a hammering!


```
5 Hammerstrikes .

Officer: Bomrek inalurvad. Hammerer.

Violation of Production Order.
Injured Party: Zuntir Enolasob. Duchess
```

"What? Not again! She just had the armorer hammered! He's still recuperating from his wounds!" shouted Urist, throwing her adamantine mug to the ground as she left from her throne.

Dwarf Fortress

Idlers: 48

Fikod Stibmerfikod. Armorer

"Fikod Shoreglazed"

upper body

lower body

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

left foot

Unconscious

Hungry

g: Gen i: Inv p: Pref w: Wnd

Space: Done

Urist hurried out to the halls to see what was going on. She was relieved to learn that at least the Duchess had the decency to single out someone who was already crippled for the hammering.

```
Momuz Kuletlaltur. Champion
"Momuz Abbeycovered"

head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
neck
brain

g: Gen i: Inv p: Pref w: Wnd
Space: Done
```

PAUSED

Dwarf Fortress

Idlers: 41

Bomrek inalurvad. Hammerer

"Bomrek Lullseal"

Chain Animal

Strong

Very Agile

Tough

Accomplished Hammerdwarf

Dabbling Persuader

Dabbling Comedian

Dabbling Pacifier

Dabbling Intimidator

Dabbling Conversationalist

Dabbling Negotiator

Dabbling Judge of Intent

Dabbling Consoler

Dabbling Flatterer

g: Gen i: Inv p: Pref w: Wnd

Space: Done

16

1

Urist could not overrule the Duchess without a large upset among the fortress. She hesitated to act. She felt helpless for the first time in a long time as she watched the warrior led through the halls like an animal.



He was chained up the demon pit. The hammerer left to go get drunk first. Momuz Abbeycovered looked into the glowing hole, red and black wisps of smoke swirled around in a torrent, the faint sound of distant screams and moans could be heard.

Momuz wondered what the Underworld was like. He prayed to his god to save his life from the mighty hammerer.

Soon, the drunken Bomrek Lullseal came back, hammer and all.

"Be merciful!" cried Momuz.

The Hammerer raised the hammer high, and bringing it down in one swift motion, ended the life of the great Momuz Abbeycovered.

Urist confronted the Duchess in her throne room. The Duke was nowhere to be found.

"Damn you!" she shouted. The Duchess looked confused. "I was a fool to trust you! I thought, hey she worships Ber Steelearthen, she's got to be alright. Well I was wrong! I was a fool not to see you for what you are!"

"Your majesty, please, what are you referring to?"

"You had Momuz Abbeycovered executed because your production orders werent being met!"

"That is dwarven law Urist."

"NO! That is the law of Letterclose!" Urist summoned up her best King Leonidas impression and roared, "THIS IS BLOCKEDLANCE!!!" and then kicked a random peasant into a hole.

"Where did that hole come from??? Jesus....look, Urist, I didnt mean for Momuz to lose his life. I have plenty of fine pewter goblets and earrings...I wouldnt order someone to be put to death simply because I couldnt get one more shiny trinket." The Duchess' eyes seemed to plead with Urist to believe in her innocence. The rumors had always been that the Duke was the real power behind the throne, and had been the real power ever since he married the old Dukes only daughter.

"If I am going to believe you then you must put your money where your mouth is."

"Urist Im not going to - "

"NO! Ugh...look...if you didnt order Momuz' death then that means the Hammerer killed one of our Champion's on purpose. In fact, even if it werent on purpose I must still punish him, I cant have my dwarves thinking that I favor a brutal murderous executioner over one of the defenders of our great home."

"What do you plan to do, your majesty?"

"We're going to send him a Sicilian message. I want you to deliver this message personally."



And so the Duchess chained a couple bears up in the Hammerer's room. Urist was relieved that the Duchess was still a loyalist...or at least, in appearance she was. Only time would tell.



And only time would tell if the hammerer would starve or tantrum first...

I just wanted to point out that these damn elves ripped me off!!! Look at the wounded ass bears they sold me!!!



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **December 31, 2008, 10:25:59 pm**

Those dirty elves! I've never trusted them myself. A little water . . . okay, a lot of water, should make them clean ;)

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Shoruke** on **December 31, 2008, 10:46:38 pm**

Only hippies are pacifist enough to train animals by torturing them with everlasting wounds.

It makes sense.
Believe it.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **January 01, 2009, 04:46:53 pm**

Quote from: LegoLord on December 31, 2008, 10:25:59 pm
Those dirty elves! I've never trusted them myself. A little water . . . okay, a lot of water, should make them clean ;)

Have you been reading ahead??? hahaha...it's like you lifted the blueprints for Ber Steelearthen's holy baptismal chamber right from my head!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **January 01, 2009, 05:04:37 pm**

Metropolis Rifotkŭbuk. "Blockedlance"				1st Moonstone. 213. Early Winter			
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice	
Created Wealth:	2263265*	Population:		161	Champions	25	
Weapons:	38186*	Miners	6		None	None	
Armor and Garb:	241394*	Woodworkers	5		None	None	
Furnitures:	116549*	Stoneworkers	1		None	None	
Other Objects:	1383836*	Rangers	None		None	None	
Architecture:	247150*	Metalsmiths	5		None	None	
Displayed:	107603*	Jewelers	3		None	None	
Held/Worn:	127947*	Craftedwarves	10		None	None	
Imported Wealth:	724975*	Nobles/Admins	9		None	None	
Exported Wealth:	42668*	Peasants	16		None	None	
Food Stores:	3173	Children	22		None	None	
Meat	None	Fishers/Workers	5		None	None	
Fish	1	Farmers	30		None	None	
Plant	239	Engineers	5		None	None	
		Trained Animals	None		None	None	
		Other Animals	38		None	None	
					None	None	

Winter entombs Rifotkubuk.

Emenst�lmith Stigil Ebal. "Strengthtresses the Jaw of Reverence". a Iron s
This is a Iron short sword. All craftsddwarfship is of the highest quality. It is studded with Iron. On the item is an image of a demon in Iron. The demon is striking a menacing pose.

Our weaponsmith, bored with no work, passed his time away making a great Iron short sword with a demon on it. For this, his weaponmaking skills have become legendary.

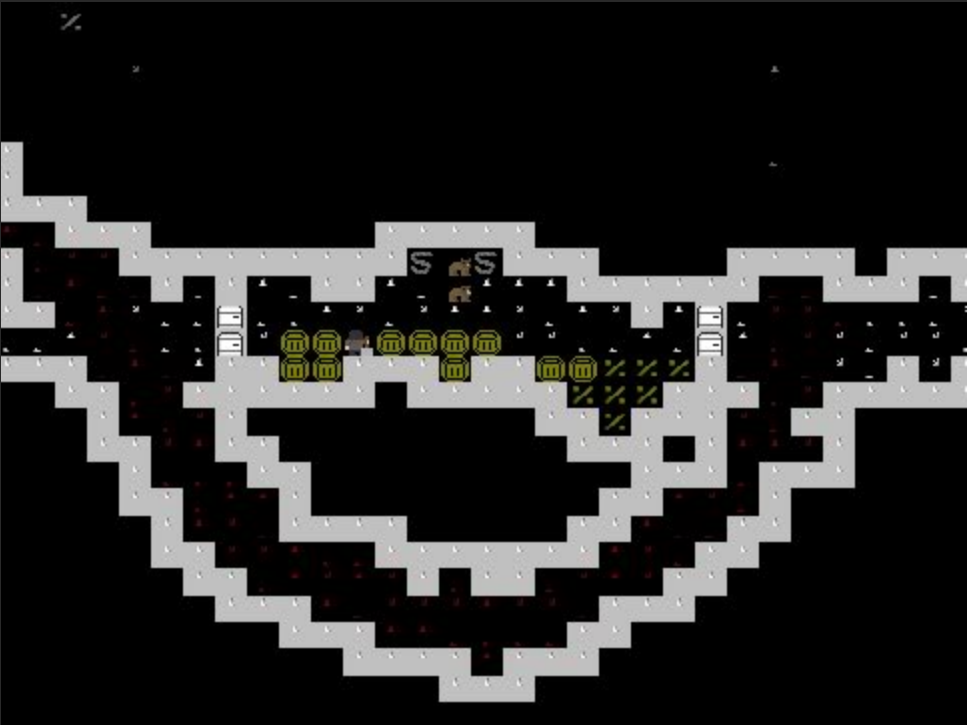
Urist delved deeper into the mystery surrounding Momuz Abbeycovered's death. The hammerer of course maintained his innocence. He was 'just doing his job'. Urist wasn't convinced.

She also wasn't convinced that the Mayor and Clerk werent in on the scheme. Urist knew that if she were the Duke, stealing the loyalty of the Mayor and Clerk would give her the strength she would need to launch a coup. Urist's throne was in danger. She saw enemies all around. She was wary of how much authority the Mayor/Trader had accumulated. She decided she would remove his trading responsibilities and grant them to one of the Migrants, a Thob Whipcolor. Thob was a loyal follower of Ber Steelearthen.

Thob Bomrekdkakas. "Thob Whipcolor". Trader
Thob Bomrekdkakas has been happy lately. He had a fine drink lately. He talked with a friend lately. He was unhappy with the lack of work last season. He had a wonderful drink lately. He admired a fine Door lately. He dined in a legendary dining room recently. He had a truly decadent drink lately. He slept without a proper room recently. He was disgusted by a miasma lately. He has been satisfied at work lately. He is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Hatched Lashes. He is a member of The Hammer of Smashing. He is the breaker of The Hammer of Smashing. Thob Bomrekdkakas likes Siltstone. Adamantine. Harlequin opal. deer leather. the color lavender. high boots and weapon racks. When possible, he prefers to consume River spirits and Cave wheat Seeds. He absolutely detests rats. He rarely feels discouraged. He occasionally overindulges. He can handle stress. He is somewhat reserved. He would never claim to be better than somebody else. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time.



The Hammerer's spirits remained high, despite the fact that he was locked up in his room with a couple elf-tortured grizzly bears. Urist was worried her plan might backfire. She decided that if the Hammerer dies from starvation or dehydration, it wont exactly make her look Regal. Besides...this sadistic bastard needed to suffer.



Urist carved the hammerer a chamber down the hall from his old room. His old domicile was given to the new trader Thob Whipcolor, and his new domicile was part of a much larger complex. This complex would be Urist's secret weapon in maintaining loyalty among the peasants, and control of the nobility...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 25, 2009, 06:49:09 pm**

Queen Urist locked herself up in her royal chambers for two months. No one knew why, but they dared not bother her. No one wanted to have a couple bears chained up next to their bed.

It was rumored she had finally gone (more) insane, and was holed away in her palatial estate talking to the statues and engravings. But everyone knew that the truth had to be far stranger. Eventually Urist came out of her lair, her hair disheveled and her clothes smelling foul, but otherwise she seemed alright. She just came out and started talking to everyone again as if nothing had happened. It was quite odd, but as the old saying goes, "a dwarf without madness is like a belly without food".

By now it was Spring of 214.

Metropolis Rifotkūbuk. "Blockedlance"					3rd Granite. 214. Early Spring				
Animals	Kitchen		Stone	Stocks	Prices	Currency	Justice		
Created Wealth:	2320949*		Population:		161				
Weapons:	39966*		Miners		 6		Champions		 26
Armor and Garb:	235701*		Woodworkers		 5		Swordmasters		 None
Furnitures:	123104*		Stoneworkers		 1		Swordmasters		 None
Other Objects:	1435796*		Rangers		None		Swordmasters		 None
Architecture:	254310*		Metalsmiths		 5		Mace Lords		 None
Displayed:	113047*		Jewelers		 3		Hammer Lords		 None
Held/Worn:	119025*		Craftedwarves		 8		Hammer Lords		 None
Imported Wealth:	712753*		Nobles/Admins		 9		Spearwarves		 None
Exported Wealth:	42668*		Peasants		 16		Spearmasters		 1
Food Stores:	3130		Children		 24		Spearmasters		 None
Meat	None	Seeds	272	Fishery Workers	 5		Markedwarves		 15
Fish	1	Drink	810	Farmers	 30		Elite Mrksdwrve		 1
Plant	258	Other	1789	Engineers	 5		Wrestlers		 1
				Trained Animals	A	None	Elite Wrestlers		 None
				Other Animals	A	41	Recruits		 None

The place was going great, everyone was eating gourmet sunshine roasts...it was food fit for some kind of dwarven Emperor.



Hell, even the hammerer was doing fine, even though he was trapped in a tiny cave with some bears.

Bomrek inaluvad. "Bomrek Lullseal". Hammerer

Bomrek inalurvad has been fine lately. He slept in a poor bedroom recently. He slept on a rough cave floor recently. He admired a very fine Restraint lately. He admired own fine Bed lately. He has complained of the lack of chairs lately. He was traumatized by a lesser's pretentious dining arrangements lately. He is a dubious worshipper of Osram. He is a citizen of The Ageless Watched Lashes. He is a member of The Hammers of Smashing. Bomrek inalurvad likes Sylvite. Tin. Cinnamon grossular. crystal glass. Pig tail Fabric. short swords. gauntlets. floodgates. horses for their strength and centaurs for their strength. When possible. he prefers to consume cow cheese. He is not a risk-taker. He isn't given to flights of fancy. He prefers familiar routines. He does not go out of his way to help others. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time. He doesn't really care about anything anymore.

Yeah the only people who werent doing well in Rifotkubuk were the people who were NEVER doing well in Rifotkubuk, that is to say the elves and goblins, who were getting the opportunity to know each other before they died together.



Title: Re: Urist Salvedangers the Foggy Barbs

Post by: **Jackrabbit** on **February 25, 2009, 06:51:28 pm**

Boy, its been a while.

Title: Re: Urist Salvedangers the Foggy Barbs

Post by: **MrGimp** on **February 25, 2009, 07:38:40 pm**

Bomrek inalurvad. "Bomrek Lullæal". Hammerer

Bomrek inalurvad has been unhappy lately. He slept on a rough cave floor recently. He was traumatized by a lesser's pretentious dining arrangements lately. He slept in a poor bedroom recently. He has complained of the lack of chairs lately. He admired own fine Bed lately. He admired a fine Restraint lately. He is a dubious worshipper of Osram. He is a citizen of The Ageless Watched Lusher. He is a member of The Manners of Smashing. Bomrek inalurvad likes Sylvite. Tin. Cinnamon grossular. crystal glass. Pig tail Fabric. short swords. gauntlets. floodgates. horses for their strength and centaurs for their strength. When possible, he prefers to consume cow cheese. He is not a risk-taker. He isn't given to flights of fancy. He prefers familiar routines. He does not go out of his way to help others. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time. He doesn't really care about anything anymore.

Time went on and the Hammerer started to get a little unhappy.

"Fuck that guy," Urist remarked.

One day, a soldier ran up to Urist, screaming something indecipherable.

"Calm down peasant. Speak. Slowly." Queen Urist was becoming quite the bitch, as was her role in Dwarven society.

"YOUR MAJESTY! A DRAGON!!! A dragon has come to Blockedlance!" With that the soldier slumped down, gasping for air.

Somebody get this guy some booze!" Urist ordered. "And yeah, go kill that dragon. Im sure our boys can handle the beast easily enough, theyve been training for a damn decade."



(If you want to see the original fight go here <http://mkv25.net/dfma/movie-1127-dragoneasyslaughter> (<http://mkv25.net/dfma/movie-1127-dragoneasyslaughter>))

The dragon was cut down like butter. Queen Urist ordered a reload. No one was sure what she meant, until all of a sudden another dragon was on the horizon. The dwarves panicked, and sent the military out again. Again the dragon fell like butter. Again Urist issued her bizzare 'reload' order. Again, an even more powerful dragon appeared. After several attacks by ungodly powerful dragons, Urist got angry and threw her adamantine mug at a peasant before storming off to her room. The dragon attacks then ceased.

The only injury ~~was~~ the dragon managed to inflict on the dwarves was to take the left arm off of the great Fikkod Inodzoz.

Fikod Inodzoz. "Fikod Gatepondered". Champion

Fikod Inodzoz has been quite content lately. She sustained minor injuries recently. She made a friend recently. She slept without a proper room recently. She is a worshipper of Shilrår Gulfswam the Livid Larks. She is a citizen of The Ageless Watched Lashes. She is a member of The Hammers of Seething.

Fikod Inodzoz likes Selenite. Adamantine. Demantoid. coral. flasks and donkeys for their stubbornness. She absolutely detests flies. She isn't given to flights of fancy. She is not interested in art. She likes to try new things. She is trusting. She is disorganized. She needs alcohol to get through the working day and can't even remember the last time she had some. She doesn't really care about anything anymore.

Fikkod Inodzoz was a dwarf's dwarf however, and considered the loss of her left arm a minor injury. "Tis but a flesh wound" she was heard to remark.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 25, 2009, 07:59:53 pm**

The summer of 214.

Metropolis Rifotkûbuk. "Blockedlance"				19th Hematite. 214. Early Summer		
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
Created Wealth:	2436695*	Population:		182	Champions	
Weapons:	39966*	Miners		6	None	25
Armor and Garb:	239261*	Woodworkers		6	None	None
Furniture:	145059*	Stoneworkers		1	None	None
Other Objects:	1434630*	Rangers		1	None	None
Architecture:	265875*	Metalsmiths		5	None	None
Displayed:	126278*	Jewelers		3	None	None
Held/Worn:	185626*	Craftedwarves		7	None	None
Imported Wealth:	800302*	Nobles/Admins		9	None	None
Exported Wealth:	42668*	Peasants		20	None	None
		Children		27	None	None
Food Stores:	4628	Fishers/Workers		6	None	None
Meat:	95	Farmers		34	None	None
Fish:	19	Engineers		7	None	None
Plant:	413	Trained Animals	A	5	None	None
		Other Animals	A	39	None	None
		Recruits			None	1

Urist was definitely more paranoid after her two month long isolation, especially towards the Duke, the Mayor and the Clerk. Often, they dared question her orders. Like the time she told them to clear cut the entire woodland around Rifotkubuk.

"Your majesty," the mayor interjected, "wont this course of action anger the elves?"

"Where have you been you twit? This is Blockedlance!" Urist slammed her mug down hard on the table, spilling some sunshine. "Now go carry out my orders and cut those damn trees down! This isnt some forest retreat!"



One day Urist was walking around the fortress when she stumbled over something. It was a dead body.



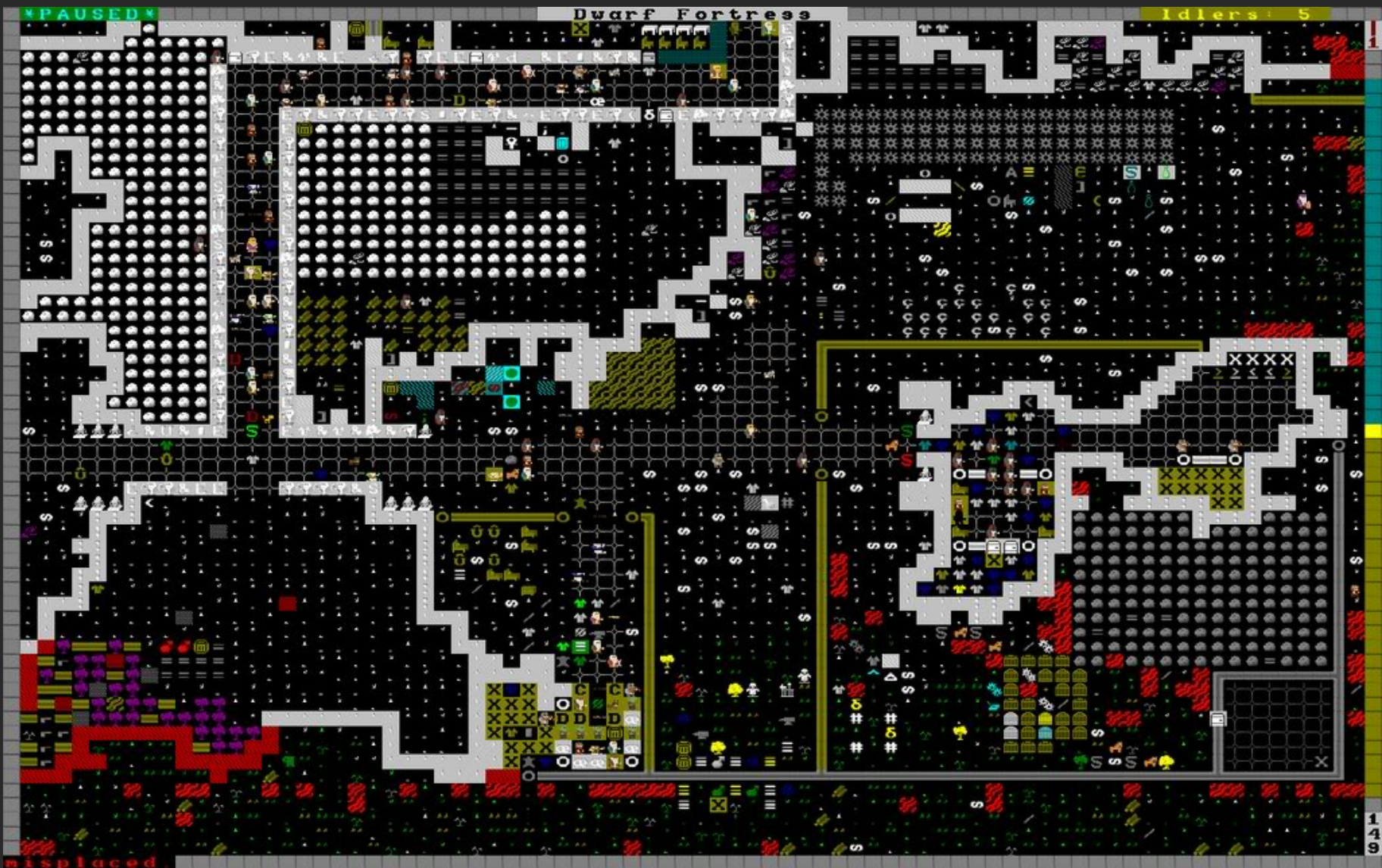
"Bloody hell! Damn it where is that Clerk???" Urist looked about, and found the lazy dwarf not far away, in the dining hall, stuffing his fat face with sunshine roasts. "Damn it dwarf! You're leaving dead peasants lying around! What is wrong with you? I don't care about them any more than you do but I worked hard to get the rotting flesh stench out of here, the LEAST you could do is clean up the dead peasants!"

"Um...yes your majesty...sorry your majesty," was the pathetic reply.

"I honestly don't know why I keep you and that mayor alive..." Urist mumbled under her breath as she walked away.



In other news, the statue garden is being carved out, but there are reptilian squatters swimming in my river.



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 26, 2009, 06:54:16 pm**

Winter of 214

Metropolis RifotkÜbuk. "Blockedlance"				8th Moonstone. 214. Early Winter									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		2982120*		Population:		186				Champions		29	
Weapons:		1709229*		Miners		6				Sworddwarves		None	
Armor and Garb:		249455*		Woodworkers		6				Axe Lords		None	
Furniture:		149694*		Stoneworkers		1				Swordmasters		None	
Other Objects:		1530303*		Rangers		1				Mace Lords		None	
Architecture:		496030*		Metalsmiths		5				Hammerdwarves		None	
Displayed:		192698*		Jewelers		3				Hammer Lords		None	
Held/Worn:		193011*		Craftsdwarves		7				Speardwarves		None	
Imported Wealth:		779309*		Nobles/Admins		9				Hammerdwarves		None	
Exported Wealth:		67108*		Peasants		20				Spearmasters		1	
Food Stores:		4592		Children		31				Markedwarves		None	
Meat		8		Fishers/Workers		6				Elite Mrkedurvs		17	
Fish		3		Farmers		34				Wrestlers		3	
Plant		536		Engineers		7				Elite Wrestlers		None	
Seeds		478		Trained Animals		5				Recruits		None	
Drink		1172		Other Animals		A							
Other		2395											

Relations between the Duke and Urist remained strained. They rarely spoke, each one maneuvering behind the scenes to get a political advantage over the other. Urist was so isolated socially that she was becoming afraid that the Duke might be able to incite a revolution among the peasants and riff raff. The fortress was getting too large for Urist to easily control, and her normal instruments of control, the Mayor and Clerk, were most likely aligned with the Duke, at least in Urist's mind.

There was no room for them. But Urist would have to wait to make her move.



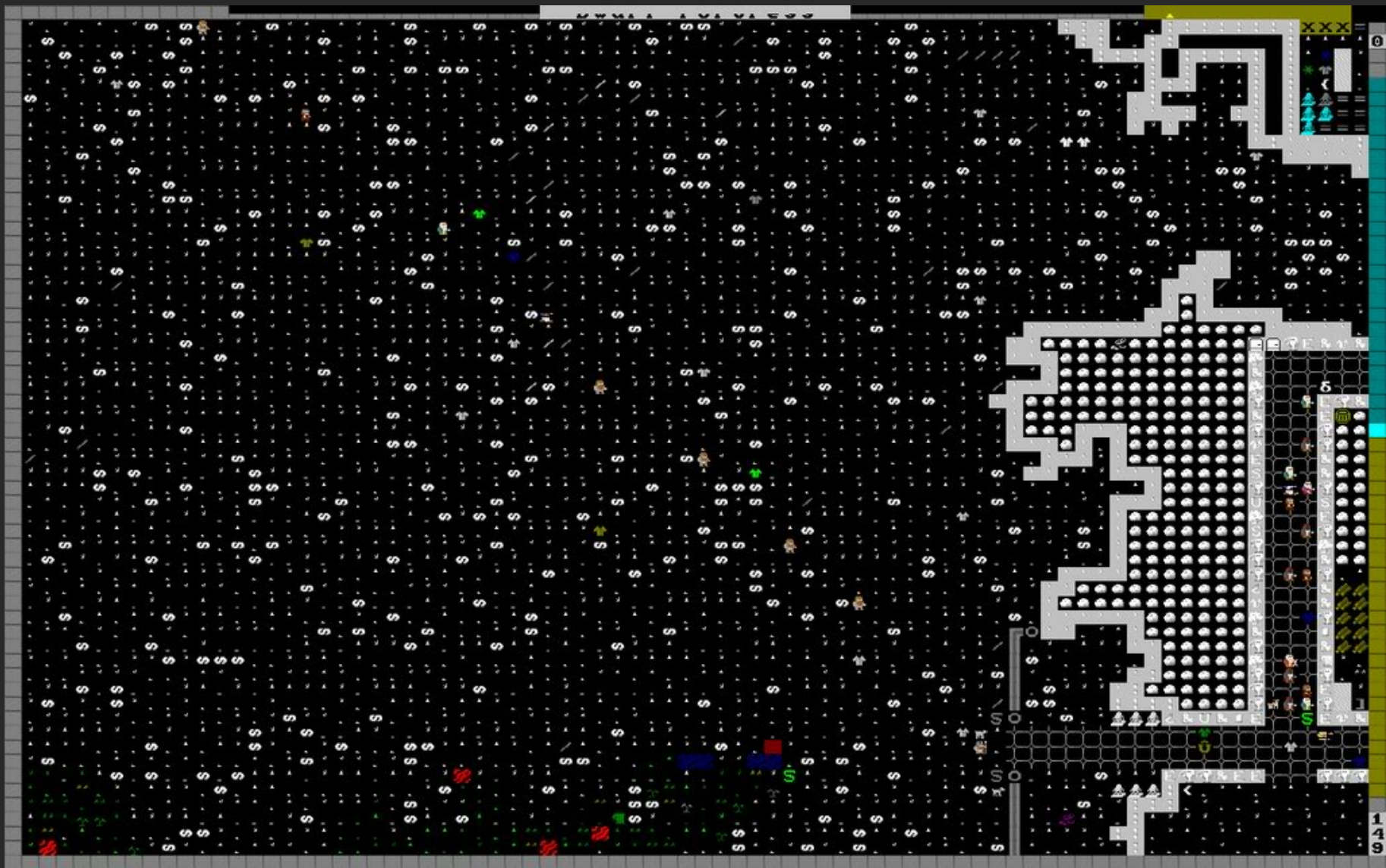
In the meantime, work on the statue garden continued. Soon the masses would have a new diversion.

Title: **Re: Urist Salvendangers the Foggy Barbs**
Post by: **MrGimp** on **February 26, 2009, 07:02:32 pm**

Spring of 215

Metropolis RifotkÜbuk. "Blockedlance"				2nd Slate. 215. Mid-Spring	
Animals	Kitchen	Stone	Stocks	Prices	Currency Justice
Created Wealth:	3042722*	Population:		203	
Weapons:	170466*	Miners		6	Champions
Armor and Garb:	250036*	Woodworkers		6	Ass Lords
Furniture:	153534*	Stoneworkers		1	Swordswarves
Other Objects:	1566827*	Rangers		1	Swordmasters
Architecture:	503849*	Metalsmiths		5	Hoodswarves
Displayed:	199833*	Jewelers		3	Mace Lords
Held/Worn:	198177*	Briestdwarves		9	Hammerdwarves
Imported Wealth:	790785*	Nobles/Admins		9	Hammer Lords
Exported Wealth:	67108*	Peasants		24	Spearwarves
		Children		34	Spearmasters
Food Stores:	4509	Fishers/Harpers		6	Markswarves
Meat 23	Seeds 423	Farmers		34	Elite Mrksdwrvs
Fish 5	Drink 1400	Engineers		7	Wrestlers
Plant 301	Other 2357	Trained Animals		5	Elite Wrestlers
		Other Animals		35	Recruits

The fortress of Rifotkubuk had finally become the hub of all dwarven activity, at least as far as the dwarves of the Ageless Matched Lashes were concerned.



The last of the refugees of the original fortress of Letterclose arrived.

Many began to wonder if the population of Blockedlance had not grown larger than could comfortably live in the corridors of the great fortress. But there were no major morale problems, except among the poor and unemployed....and this was all due to the Dukes insistence that rent be charged for living space.

Urist hated that damn Duke and his damn Tax Collector. Something would need to be done about both of them.



In other news, the one armed heroine Fikkod Inodzoz suffers below. Some idiot placed her immobile body in the future barracks of the Royal Guard. Sigh...it seems sad to let poor Fikkod's tale end this way.

Oh well.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Org** on **February 26, 2009, 07:07:07 pm**

Where are the sieges?

Title: **Re: Urist Salvendangers the Foggy Barbs**
Post by: **MrGimp** on **February 26, 2009, 07:07:57 pm**

Metropolis RifotkÜbuk, "Blockedlance"					1st Hematite, 215, Early Summer				
Animals		Kitchen		Stone	Stocks	Prices	Currency	Justice	
Created Wealth:		3091160*		Population:		205		Champions	
Weapons:		185466*		Miners		6		None	
Armor and Garb:		250774*		Woodworkers		6		None	
Furniture:		165334*		Stoneworkers		1		None	
Other Objects:		1568629*		Rangers		1		None	
Architecture:		515152*		Metalsmiths		5		None	
Displayed:		205585*		Jewelers		3		None	
Held/Worn:		200220*		Craftsdwarves		9		None	
Imported Wealth:		784326*		Nobles/Admins		9		None	
Exported Wealth:		67108*		Peasants		24		None	
Food Stores:		4852		Children		36		None	
Meat		23		Fishers/Workers		6		None	
Fish		17		Farmers		34		None	
Plant		398		Engineers		7		None	
Seeds		472		Trained Animals		5		None	
Drink		1768		Other Animals		44		None	
Other		2174						2	

We are now completely and totally full up here at Blockedlance. The hallways are starting to smell like sweaty dwarven foot stink.



Oh yeah. Somebody drowned. Apparently we didnt have some kind of assinine material to make some worthless trinket out of, and so, logically, the dwarf threw himself in our drinking water. We cannot get to him. We'll just have to drink the diseased cave water.



In other news, Queen Urist has ordered the capture of all reptilian scumbags from the lower depths of the river. What she plans to do with them is a subject of heated debate among the citizens of Blockedlance.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 26, 2009, 07:11:38 pm**

Quote from: Org on February 26, 2009, 07:07:07 pm

Where are the sieges?

I dont know. I keep killing the bastard elves and goblins. I dont get it.

Anyone know how I could go about modding in aggression?

If not, its alright. The fort will still be brought down by...internal pressures.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Org** on **February 26, 2009, 07:14:17 pm**

Sorry, off topic, but how do I make a drawbridge, and how do I pull it up so invaders cant get in?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **February 26, 2009, 08:41:25 pm**

You can try removing their speech, or seizing their goods and letting them go. It might work, but I normally don't have to worry about that sort of thing.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 27, 2009, 12:01:48 am**

Quote from: LegoLord on February 26, 2009, 08:41:25 pm

You can try removing their speech, or seizing their goods and letting them go. It might work, but I normally don't have to worry about that sort of thing.

Does removing speech cause them to be automatically hostile? That would be awesome. Ill do it if it doesnt cause any bugs. Although I was also toying with the idea of just adding lizardmen as random enemies that will attack my fort. I was thinking of giving them swords and shit.

But dont worry...the blood will flow. Whether by a goblin sword, an elf arrow, a human spear or dwarven insanity...my god, the blood will flow.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 27, 2009, 02:26:23 pm**

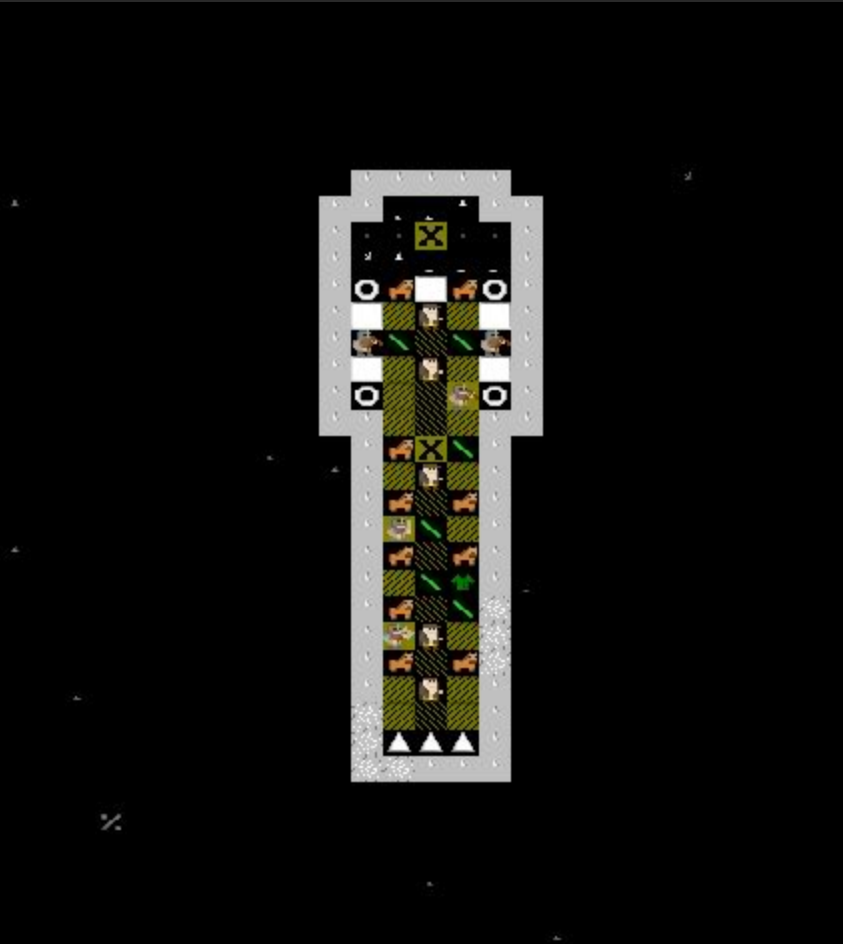
Urist and the wise philosopher Asmel sat talking by the waterfall. She was trying to befriend the aloof intellectual, so that she could fulfill her role as Queen and produce little Urist-lings. The conversation was marked with awkward silences. Urist struggled to think of

something to say.

"So..." said the Queen.

"Yeah?"

"Uhhhh....I finished the new sacrificial chamber....errr....the new trade depot today"



"Oh yeah?" asked Asmel, feigning interest.

"Yeah....some dwarves came, they got their wagons stuck in there and couldnt turn em around. The idiots. I had to go down there and get them out...some of them were crying!"

"Hahaha! Yeah I hate idiots."

"Oh guess what?" Urist waited for the wise dwarf to guess, but he just gave her a blank stare. She continued anyways, with a big smile on her face. "Our giant eagle breeding program is working perfectly!"

Stray Giant Eagle (Tame) has given birth to giant eagle hatchlings.

"Uh, what do we need giant eagles for your majesty?" Asmel asked skeptically.

"Well...you know...theyre big giant eagles. You know?"

"Yeah but do they really like living in a cave?"

"Hmmm...I never thought about that. I was just thinking of putting em in a zoo or something."

"Ahhh...I see...well in that case its educational, and I like it." The philosopher smiled.

"Speaking of creatures not belonging in caves...this Duke guy thinks he would like a window in his room."

Nil Ledonshen. "Nil Rackchants". Duke Consort			
Owned Objects:		40	
Holdings:	Royal Bedroom	Needs:	Grand Bedroom
	Royal Dining Room	Needs:	Grand Dining Room
	Royal Mausoleum	Needs:	Grand Mausoleum
	8 Chests	Needs:	5 Chests
	5 Cabinets	Needs:	3 Cabinets
	3 Weapon Racks	Needs:	3 Weapon Racks
	3 Armor Stands	Needs:	3 Armor Stands
Demands:	clear glass window in Dining Room		
Mandates:	Export of flasks Prohibited		
Enter: View thoughts and preferences. r: View relationships. y: Customize.			

"What? Whats he going to look out the window at? Thats so human!" laughed Asmel.

"Yeah the thing that bothers me the most is that this guy is breeding."

Relationships of the Duke Consort Nil Ledonshen			
Zuntir Enolasob. Duchess	Wife		
Sigun Bodaktangak. Child	Eldest Daughter		
Tosid Delerlikot. Child	Second Eldest Daughter		
Hafol Astingtak. Child	Only Son		
Mistew Gnidmehzuth. Baby	Youngest Daughter		
Ber Delerber Atir Shin	Deity		
Eog Rosatitab. Child	Friend		
Zuglar Litastlun. Peasant	Friend		
Vabok Odgubkib. Peasant	Passing Acquaintance		
Tulon Lorbamardes. Planter	Passing Acquaintance		
Obok Tatiden. Planter	Passing Acquaintance		
Rumil Zasosath. Child	Passing Acquaintance		
Adil Kesaltangath. Tanner	Passing Acquaintance		
Kulet Limulkadol. Planter	Passing Acquaintance		
Zuntir Besmarkathil. Gem Cutter	Passing Acquaintance		
Udib Rintartarmid. Weaponsmith	Passing Acquaintance		
z: Zoom v: View Shift + Space: Done 8293: Scroll Shift + Space: Back to Main			

"Yes your majesty you are right. I think his son is a threat," said the wise dwarf. He looked Urist in the eye and aimed right for her paranoia, "You know, I wouldnt be surprised if he tries to one day make his son King."

Egads! Urist's face went pale. Asmel was right. Urist had been postponing the inevitable until she was prepared...but she knew now she

could make her move. Why?

Because the giant gladitorial deathmatch arena had FINALLY been completed.



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 27, 2009, 03:53:14 pm**

Spring of 216. Blockedlance had produced goods worth roughly three and a quarter million copper coins. Of course...Urist was not stupid enough to actually give her people coins. No no no...dwarven credit derivatives would suffice. To put this in perspective, dwarves had advanced credit markets 1800 years before us, and they didnt need multi-trillion dollar bailouts either.

Noodle that one for a while.

Metropolis Rifotkūbuk. "Blockedlance"				1st Granite. 216. Early Spring		
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
Created Wealth: 3200257*						
Weapons: 188866*						
Armor and Garb: 268339*						
Furniture: 174439*						
Other Objects: 1620196*						
Architecture: 529018*						
Displayed: 218744*						
Held/Worn: 200655*						
Imported Wealth: 770767*						
Exported Wealth: 78298*						
Food Stores: 4968						
Meat 6	Seeds 510	Population: 209				
Fish 1	Drink 1802	Miners 6	Woodworkers 6	Champions 36	None	
Plant 311	Other 2338	Stoneworkers 1	Rangers 1	Ass Lords 3	None	
		Engineers 5	Metalsmiths 3	Swordsdwarves 3	None	
		Children 42	Jewelers 9	Swordmasters 3	None	
		Peasants 18	Crafted dwarves 9	Mace dwarves 3	None	
		Other Animals A 45	Nobles/Admins 18	Mace Lords 3	None	
			Farmers 39	Hammerdwarves 3	None	
			Engineers 6	Hammer Lords 3	None	
			Trained Animals A 3	Speardwarves 3	None	
				Spearmasters 17	None	
				Markedwarves 3	None	
				Elite Mrkedurvs 3	None	
				Wrestlers 2	None	
				Elite Wrestlers 2	None	
				Recruits 2	None	

Queen Urist summoned the Clerk and the Mayor to her throne room.

"Ah yes, my old friends Mafol and Morul," said Urist. There was an awkward pause. "Whats it been, eleven years since we all met? What great memories we have."

"Yes, your majesty," smiled the Mayor.

"Lets get down to business. I say this only because I trust you. The Duke is plotting against me!"

"WHAT?"

"Dont worry your majesty we are loyal!"

"Yes yes, I know you two are...but the tax collector...he is the tool the Duke has used to evict peasants, steal their money, and seize their property. It is the most foul abuse of the law, and I must punish this thieving tax collector now." Urist eyed them both. "I would like you to escort the tax collector to the hammerer's pit. I want both of you to go. Make sure he doesnt get away."

"Yes your majesty!" Mafol eyed Morul and cracked a smile, as if they had gotten away with something.

"Oh, and while your down there could you check the food stores...and make sure those bears are properly chained up."

"Yes your majesty, we will do as you will," said the Mayor. The two dwarves bowed and then giggled and whispered to each other on the way out.

Urist just smiled coldly.



When the three traitors entered the pit, the doors were sealed. The Clerk, Mayor, Tax Collector and Hammerer would all be one big happy family from now on.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **February 27, 2009, 06:07:57 pm**

<http://www.bay12games.com/forum/index.php?topic=29157.0> (<http://www.bay12games.com/forum/index.php?topic=29157.0>)
That should sum up what you need to know to make hostilities rise.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **February 27, 2009, 07:08:35 pm**

I must say, this is a fun read.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 27, 2009, 10:19:54 pm**



(This update includes some movies. Heres the first two. I had to break it into two parts to fit the archives size requirements. The second movie is basically just a death scene. Well...the entire thing is a death scene. But you get the idea.)

<http://mkv25.net/dfma/movie-1131-arena1> (<http://mkv25.net/dfma/movie-1131-arena1>)

<http://mkv25.net/dfma/movie-1132-arena2> (<http://mkv25.net/dfma/movie-1132-arena2>)

After you watch the videos, click the spoiler you oversized beardless surfacedwellers!

[Spoiler](#) (click to show/hide)
Urist announced a special presentation to be held in the new gladiator-pit theater. There were several dining halls overlooking the spectacle, and many dwarves attended the show.

Mayor Morul and Mafol the Clerk stood helplessly in the center of the arena. Behind the glass walls of this cavern there clamored many a dwarf, banging on the glass as the steel gates were lowered. Out flooded Mudmen, lizardmen and snakemen. Three entire types of men...and not one of them friendly!

Morul's cowardice consumed him, and he ran. But amazingly, the little clerk Mafol charged headlong and barefisted into battle. He kept his honor and dignity, but he fell nonetheless. The dwarves cheered and clamored for more.

The Mayor was trapped, so he charged into battle. The citizens of Blockedlance cried out for their heroic champion, whom they had voted for afterall, and cheered as he beat down several mudmen and snakemen. But alas...he too was struck down.

Snakemen still roamed, so obviously, it was hammer time.

<http://mkv25.net/dfma/movie-1130-hammertime> (<http://mkv25.net/dfma/movie-1130-hammertime>)

The doors were unlocked to the hammerer's pen. Hysterically, the tax collector was the first one out. He wanted to take advantage of the clerks death, and get his hands on those nice giant cave spider silk socks hed had his eyes on. Hey, he wanted to feel special just once before he died alright?

Anyways. Immediately the tax collector realized his mistake and ran for cover. The audience booed loudly, as they REALLY wanted to see the tax collector eat it. But sadly, the coward ran behind the hammerer, who happily crushed the snakemen's skulls in. And so the Dukes tax man survived...but not for long...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **February 27, 2009, 10:52:04 pm**

Why is the hammerer always so tough?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **February 28, 2009, 01:46:38 am**

hey, it's back!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 28, 2009, 02:32:43 am**

Thank you my adoring fans, yes, thank you all! :D

Christes - Hell yeah its back, but was it ever truly gone from our hearts? Well...it probably was...but now its back damnit! Thats the important thing!

LegoLord - It probably has something to do with Freudian social constructs and the oppressive nature of authority. Plus the guy has a big friggin hammer.

Jackrabbit - I was reading the hall of legends earlier today and I saw that you had nominated this story! Damn man, right on! Now I feel bad for having given it up, hahaha ;D

On my bearded testicles, this I vow: though the story may have starts and stops, and though the plot may have several gaping holes in it, the story of the great Urist Salvedangers WILL be told!!!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **February 28, 2009, 02:34:58 am**

Woot!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 28, 2009, 01:59:08 pm**

Summer 216

Metropolis Rifotkûbuk. "Blockedlance"				12th Malachite. 216. Mid-Summer											
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice			
Created Wealth:		3273424*		Population:		209				Champions		36			
Weapons:		190366*		Miners		6				Assassins		None			
Armor and Garb:		269462*		Woodworkers		6				Axe Lords		None			
Furniture:		184744*		Stoneworkers		1				Swordswarves		None			
Other Objects:		1650750*		Rangers		1				Swordmasters		None			
Architecture:		549748*		Metalsmiths		5				Macewarves		None			
Displayed:		230853*		Jewelers		3				Mace Lords		None			
Held/Worn:		197501*		Craftedwarves		9				Hammerwarves		None			
Imported Wealth:		785373*		Nobles/Admins		7				Hammer Lords		None			
Exported Wealth:		78298*		Peasants		17				Spearwarves		None			
Food Stores:		6223		Children		44				Spearmasters		None			
Meat		87		Fishers/Workers		6				Markswarves		19			
Fish		11		Farmers		40				Elite Mrkedwrve		3			
Plant		359		Engineers		6				Wrestlers		None			
		Seeds		2912		Trained Animals		A		None		Elite Wrestlers		None	
		Drink		2367		Other Animals		A		45		Recruits		None	
		Other													



Oh and in other news, Queen Urist has constructed a giant windmill system that channels power to the lower depths. When asked why, Urist replied "We're dwarves damnit!"

Title: **Re: Urist Salv****dangers the Foggy Barbs**
Post by: **MrGimp** on **February 28, 2009, 02:08:42 pm**

Sic Semper Tyrannis!!!



The tool of the capitalist Duke had taken to hiding in the recesses of the death pit. One day, not long after the arena fight, he awoke to find two caged lizardmen in his room.



To his horror but not too much to his surprise, the cages popped open and out rushed the berserk lizard creatures.

Monom Oarlight was chased around his room and beaten over the head.



Now Monom slaves for Armok in the sky.

Autumn 216

Metropolis Rifotkūbuk. "Blockedlance"				22nd Limestone. 216. Early Autumn		
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
Created Wealth:	3194087*	Population:		210	Champions	36
Weapons:	190466*	Miners	6			None
Armor and Garb:	269773*	Woodworkers	6			None
Formalware	190744*	Stoneworkers	1			None
Other Objects:	1564271*	Rangers	1			None
Architecture:	550930*	Metalsmiths	5			None
Displayed:	230035*	Jewelers	3			None
Held/Worn:	197868*	Craftedwarves	9			None
Imported Wealth:	773315*	Nobles/Admins	7			None
Exported Wealth:	84638*	Peasants	16			None
Food Stores:	5712	Children	46			None
Heat	76	Peasants Workers	6			19
Fish	11	Farmers	40			3
Plant	439	Engineers	6			None
		Trained Animals	A	None		None
		Other Animals	A	47		None

The Duke barged into Urist's throne room while she was in the massive hall getting drunk all by herself.

"You psychopath! You slaughtered the entire nobility!"

Two guards stepped into the throne room from outside, and blocked the Duke from getting further.

"I didn't slaughter them all yet. You're still alive. Though I don't know if I would call you 'noble'"

"This is madness!!! I'm not going to just let you sit here and kill us all!" cried the Duke.

"Oh...my dear Duke. What are you going to do about it? You should have made your move long ago...I think you realize that now, yes?" Urist smiled cruelly as the Duke's face remained snarled. "The military does not support you. The mayor and clerk are dead and cannot sway them OR the peasants. Your tax collector is dead, your revenues are cut off. Your hammerer is MY tool to command now. Your power is gone, and there is no one that supports you."

"You bitch!" The Duke spit at Urist, but she sat too far away on her throne. Urist laughed.

"Before you die, I just want you to know one thing. Your wife hates you. She helped me seize the hammerer from you. Without her, this never would have happened. Without her soothing your paranoia every night, stalling your plans, well...we might be standing in different positions here today, wouldnt we?"

"ARGGHHHH!!!!!" The Duke tried to leap at Urist, but the guards tackled him.

"To the death pit!" the Queen ordered. The guards forcefully grabbed the Duke, and dragged him - kicking and screaming - down the hallway.



Chapter #4 - Kiss the Ring

Queen Urist had eradicated all of her opposition in one fell swoop, just like the Godfather.

The only potential threat now was the Dukes heir, Mafol Sabretwilights.

Mafol Astingtak. "Mafol Sabretwilights". Child
Mafol Astingtak has been ecstatic lately. He admired a fine Statue lately. He has lost a father to tragedy recently. He talked with mother lately. He slept in a bedroom like a personal palace recently. He dined in a legendary dining room recently. He admired a very fine tastefully arranged Statue lately.
He is the son of Zuntir Grizzlyboards and Nil Rackchants. He is a faithful worshipper of Ber Steelearthen the Dyes of Brightness.
He is a cabizen of The Avelles Hatched Lashes. He is a member of The Members of Seaching.
Mafol Astingtak likes Bismuthinite. Billon. Amber opal. Tower-cap. maces. flasks. cows for their haunting moos and Wild strawberries for their vivid red color. When possible, he prefers to consume two-humped camel cheese.
He is quick to anger. He is self-conscious. He occasionally overindulges. He can handle stress. He is very friendly. He is not a risk-taker. He has a good awareness of his own emotions. He likes to try new things. He is organized. He finds rules confining. He needs alcohol to get through the working day.

However, the Duchess so far had been loyal, and this child is too young and wont remember his father when hes older. He will not have his father poisoning his ears against the rightful queen. Besides, if Urist killed Mafol, the Duchess would have to be killed too. Right now, Urist wasnt ready to go that far.

Another possible problem was the new mayor the people had spontaneously elected.

Cerol Rulilral. "Cerol Mutedtreaty". Mayor

Cerol Rulilral has been ecstatic lately. He had a fine drink lately. He admired own very fine Cabinet lately. He ate a legendary meal lately. He had a wonderful drink lately. He has been accosted by terrible vermin. He had a pretty decent drink lately. He talked with a friend lately. He had a truly decadent drink lately. He admired a fine Bridge lately. He has been satisfied at work lately.

He is a worshipper of Thistus.

He is the mayor of the Hammers of Smashing. He is a citizen of the Aselove Matched Lashes. He is a member of the Hammers of Smashing.

Cerol Rulilral likes Mica. Pig iron. Yellow jasper. crystal glass. the color light brown. crosses. spears. floodgates and buckets. When possible, he prefers to consume Dwarven wine. He absolutely detests flies.

He is often nervous. He is self-conscious. He enjoys the company of others. He loves a good thrill. He isn't given to flights of fancy. He dislikes intellectual discussions. He does not go out of his way to help others. He doesn't like to compromise with others. He is immodest. He finds rules confining. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time.

He was friends with both the old mayor AND the old clerk before they died. Does he hold any resentment towards the Queen? We shall see.

Relationships of Mayor Cerol Rulilral		
Thistus		Deity
Mafol Kóbukaerer. Recruit		Friend
Hörol Homuzarist. Wrestler		Friend

In other news, my fortress is scaring people away with all the noble killings.

Come on...if a bunch of nobles kept dying somewhere, thats the place Id want to be.

Migrants refused to journey to such a dangerous fortress this season.

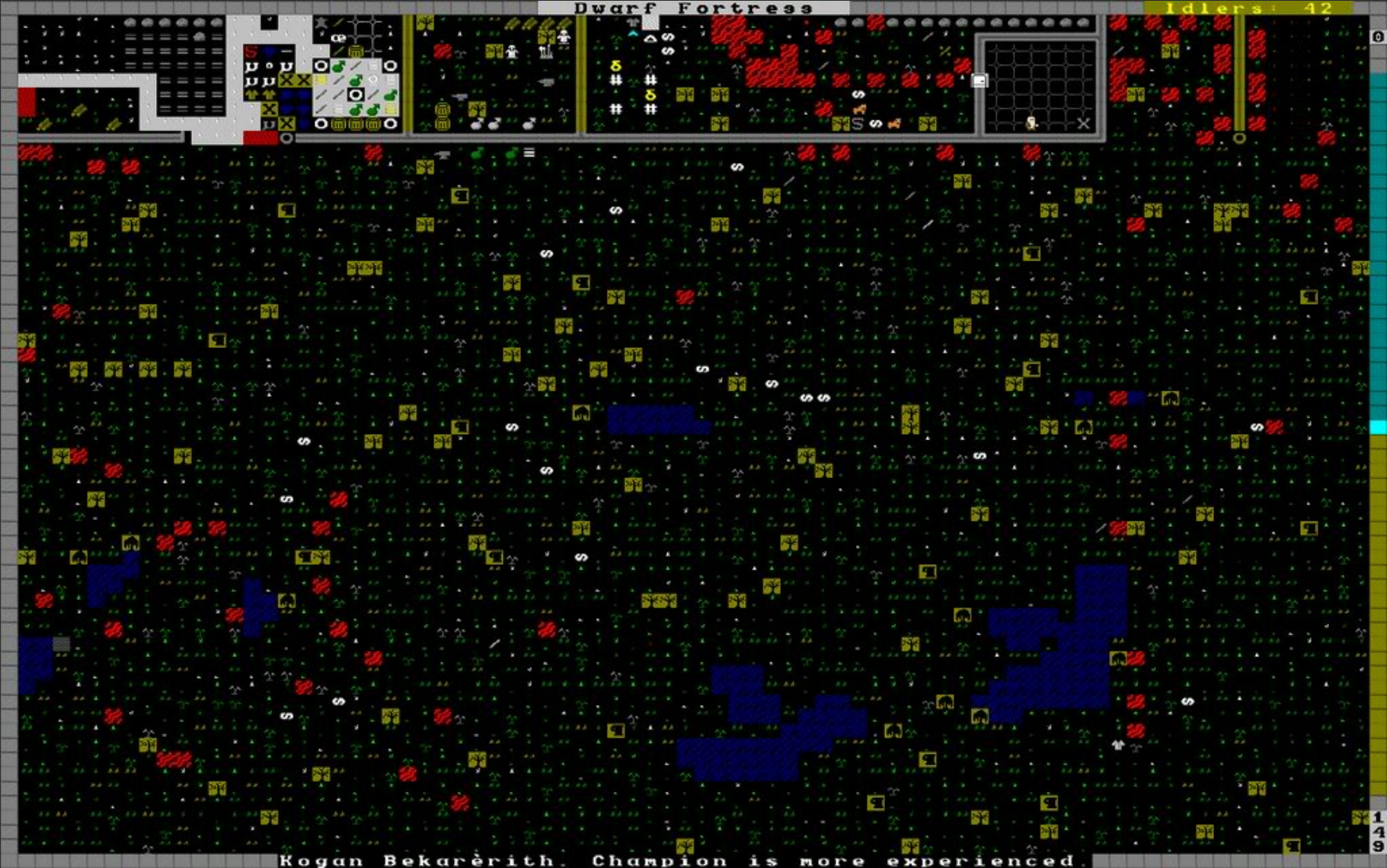
Oh well, we're full anyways. We dont want you soapmakers.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 28, 2009, 03:53:07 pm**

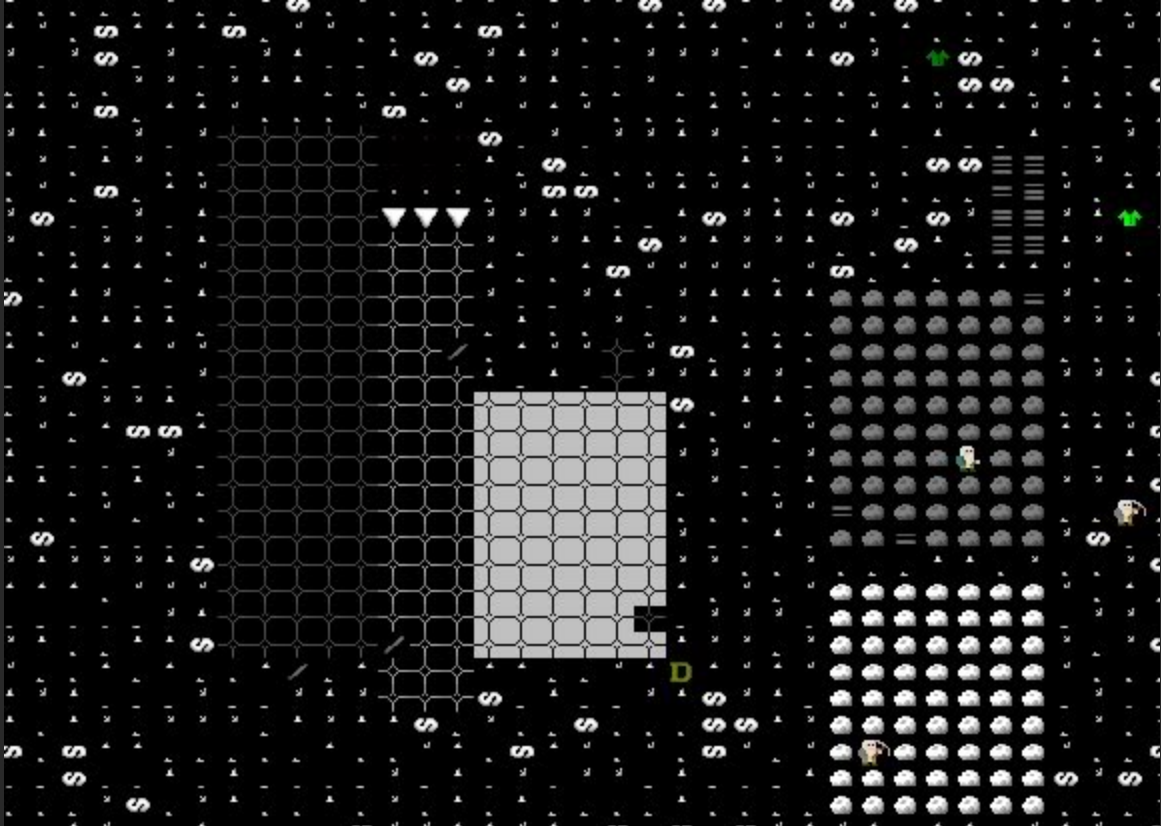


The hammerer is starting to crack. I guess hes not as tough as he seems. Maybe he carries around that big hammer as overcompensation for other smaller things?

Anyways, the year 216 ended without much more craziness.



We killed some more trees.



And then we began the construction of a gigantic edifice, that will one day be the Temple of Ber Steelearthen! It shall be a monument to overwhelmingly complicated engineering projects of underwhelmingly insignificant importance! Dwarves from all over Sil Gomath will one day flock to make pilgrimages to this great site.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 28, 2009, 04:03:15 pm**

Metropolis Rifotkûbuk. "Blockedlance"				1st Granite. 217. Early Spring		
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
Created Wealth:	3271667*	Population:		211	Champions	36
Weapons:	190368*	Miners	6		Seedswarves	None
Armor and Garb:	279765*	Woodworkers	6		Axe Lords	None
Furniture:	201424*	Stoneworkers	1		Swordswarves	None
Other Objects:	1608161*	Rangers	1		Swordmasters	None
Architecture:	554802*	Metalsmiths	5		Macedwarves	None
Displayed:	234160*	Jewelers	3		Mace Lords	None
Held/Worn:	202987*	Craftedwarves	9		Hammerwarves	None
Imported Wealth:	719332*	Nobles/Admins	6		Hammer Lords	None
Exported Wealth:	86818*	Peasants	15		Spearwarves	None
Food Stores:	5207	Children	48		Spearmasters	None
Meat 6	Seeds 593	Fishers/Workers	6		Markswarves	17
Fish 1	Drink 1235	Farmers	41		Elite Mrkswarvs	5
Plant 425	Other 2947	Engineers	6		Wrestlers	None
		Trained Animals	A None		Elite Wrestlers	None
		Other Animals	A 44		Recruits	None

Okay its spring of 217, I have finally caught the story up to where Im at in the game.

So if anyone wants I can give out military dwarves. I got axemen and markswarves. Thats all I ever use, so deal with it! Blockedlance isnt a democracy! ;D

But yeah...I have a feeling its going to get really violent really soon...the military dwarves will get to see a lot of action. Be the first to grab a dwarf and hope he survives till the end of the story (he probably wont).

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **February 28, 2009, 04:40:12 pm**

I'll take a marksdwarf. Are you going to cross-train them with hammers?

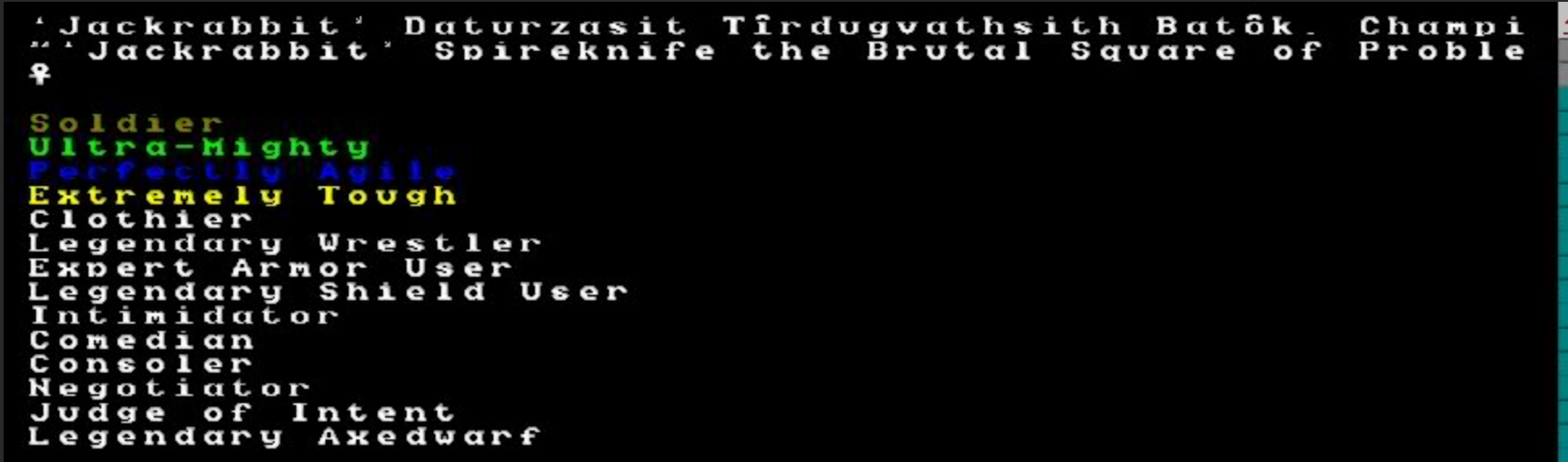
Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **February 28, 2009, 06:04:10 pm**

Axes are the dwarven way to go! I'll take one!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 28, 2009, 09:47:38 pm**

Since you guys were first, I gave you the best marksdwarf and axedwarf in Blockedlance. Sorry if the genders dont match. Im gonna go out on a limb and assume that 95% of DF players are men. So Jackrabbit, well just pretend your character is male. Which shouldnt be a problem unless your character gets pregnant...that would be odd. :D

All hail Jackrabbit Spireknife, the Brutal Square of Problems!





Your almost completely legendary, just armor user needs a bit more experience. Theres your kills there. Lots of Kobolds and dark gnomes. Your guy came in early to the fortress, like the first or second migrant wave. Im pretty sure you and Fikkod Inodzoz came in on the first wave with Queen Cog. You two were my stockpile guards and got legendary titles after you killed a bunch of dark gnomes.

And LegoLord, your guy is my legendary elite marksdwarf squadleader.

All Hail LegoLord Twoarches, the Natural Spite of Messiahs!



Thats a fine title you have. Your god is the god of silence, and youre his spiteful messiah. Or maybe people are spiteful OF you, for being the silent messiah of a strange god? Either way, you killed a bunch of goblins. I think your dude is in some of the earlier screenshots. You also killed 'the donkey' in 212. Awesome.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **February 28, 2009, 09:50:34 pm**

That seems appropriate, especially since I role-play as the high priest of LEGO on the Stark Raving Mad thread in Various Nonsense.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **February 28, 2009, 10:00:16 pm**

Quote from: LegoLord on February 28, 2009, 04:40:12 pm
I'll take a marksdwarf. Are you going to cross-train them with hammers?

Nah, it already takes too long to train them. I do get them up in wrestling though....at least most of them. Im not as particular about my marksdwarves because they sit behind fortifications in most of my forts. Its only in the random ambush or fatal mistake that they get that close to the enemy.

Unless theyre parked out in the open guarding...say, a temple to Ber Steelearthen. In THAT case...they might get run up on and torn apart. :P

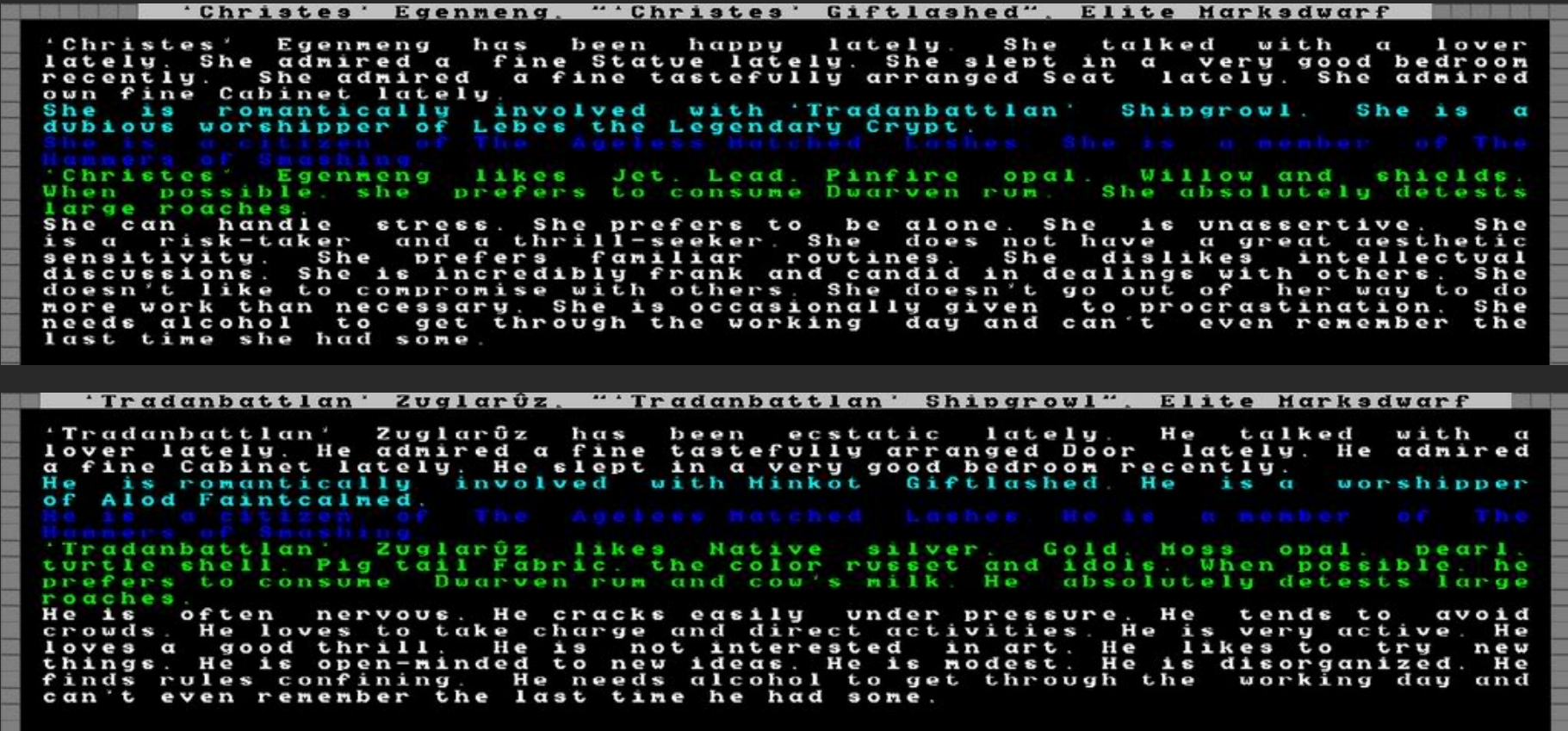
Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 01, 2009, 01:53:01 am**

I'll take a marksdwarf. Feel free to make it a female dwarf, since I really don't care.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 01, 2009, 03:42:34 pm**

Marksdwarf please.
And please give me one that isn't good with other dwarves.
:3

Ok heres your dudes. Tradan, you got the last male elite marksdwarf because you specified one that didnt get along with people...and it just happened to be the one male elite marksdwarf I have. I only have a couple more elite ones, after that its all generic regular markdwarves. But I have plenty of champion axedwarves for anyone still interested. Just let me know.

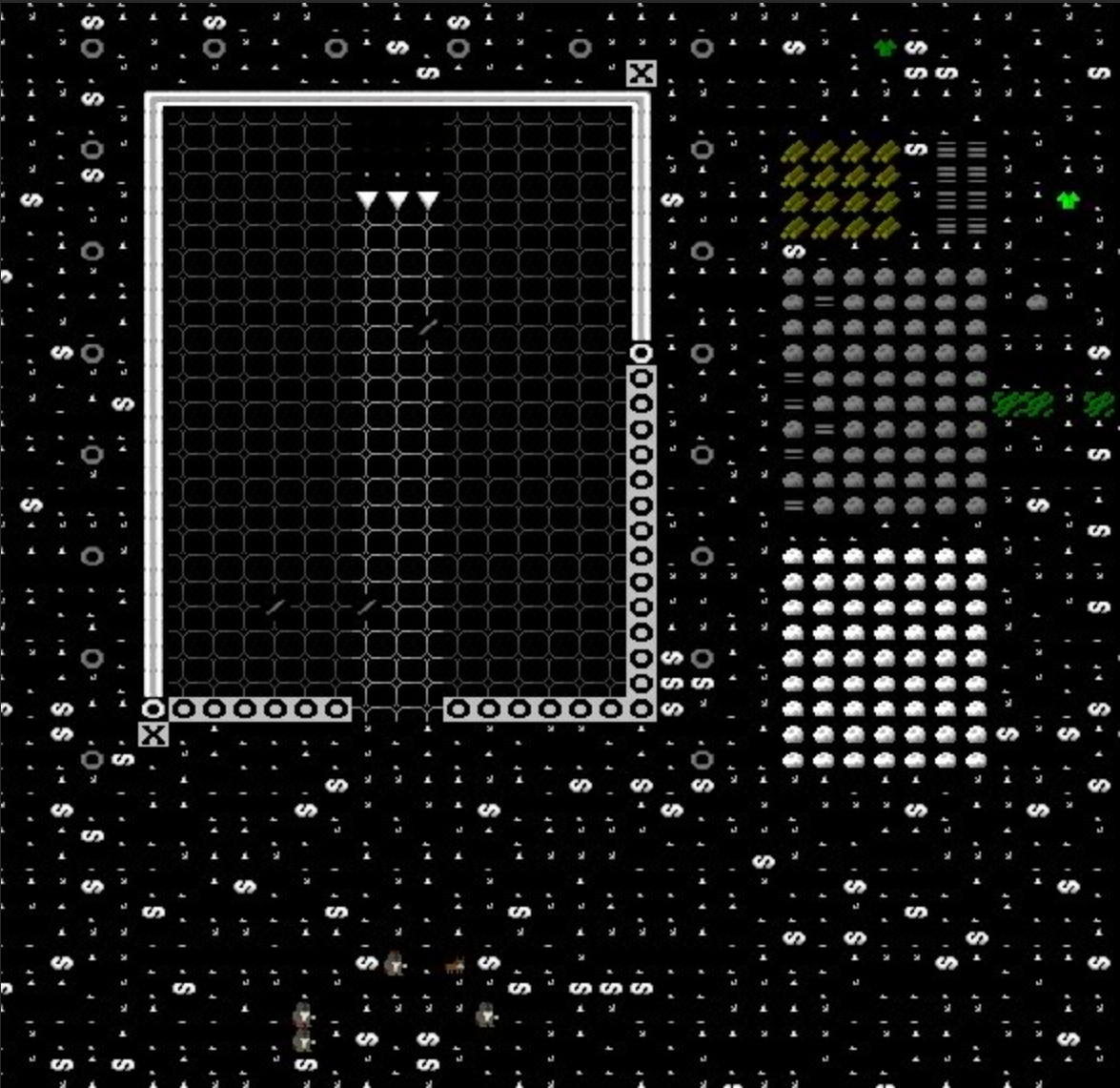


Oh yeah, Christes you oddly enough have no kills. Tradanbattlan, you have killed two goblins.

Dear Diary,

I have taken to writing in you because there is no one I can trust to share my thoughts with anymore. I have won the respect and love of the people for a second time by killing off the wretched nobility. But how long can that last? They will soon be nervous and apprehensive again when I walk the halls, they always look at me with their shifty eyes. They always look at me with a smile and a whisper..I see through them! I know them!

But I need them diary. I need them to haul stone. I need them to finish building my palace and my temple so that my god will grant me the eternal paradise that I DESERVE!!!



I have abolished rent. In fact I abolished the entire capitalist economy! The peasants see me as a warrior queen, a worker's heroine, who has fought and won freedom for the masses. I laugh when I think of their stupidity and complete and utter inferiority!

But you wont believe it diary! Guess. Okay Ill tell you...that meddling Duke still meddles from beyond the grave! No sooner had we intered his filthy remains in that mausoleum of his then here comes a new Tax Collector coming over the hill, claiming that he was requested by the Duke to fill a vacancy!

The Tax Collector Zuntir Inethkudust has arrived.

I tried to tell him I was Queen and I had abolished the capitalist ways of the old nobility. He didnt even recognize that I had any authority over such things. The impudence!

He even had the iron balls to make a demand of me and my great fortress. That we should procure him several animal traps.

Mandates : Make animal traps (3/3)

Oh hell no diary! Hes going in the pit!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 01, 2009, 08:42:49 pm**

Quote from: MrGimp on March 01, 2009, 08:02:39 pm

Ok heres your dudes. Tradan, you got the last male elite marksdwarf because you specified one that didnt get along with people...and it just happened to be the one male elite marksdwarf I have. I only have a couple more elite ones, after that its all generic regular markdwarves. But I have plenty of champion axedwarves for anyone still interested. Just let me know.

Christes Egenmeng. "Christes Giftlashed". Elite Marksdwarf

Christes Egenmeng has been happy lately. She talked with a lover lately. She admired a fine Statue lately. She slept in a very good bedroom recently. She admired a fine tastefully arranged Seat lately. She admired own fine Cabinet lately. She is romantically involved with Tradanbattlan Shingrowl. She is a dubious worshipper of Lebes the Legendary Crypt. She is a citizen of The Ageless Watched Lashes. She is a member of The Hammer of Smashing.

Christes Egenmeng likes Jet. Lead. Pinfire opal. Willow and shields. When possible. she prefers to consume Dwarven rum. She absolutely detests large roaches. She can handle stress. She prefers to be alone. She is unassertive. She is a risk-taker and a thrill-seeker. She does not have a great aesthetic sensitivity. She prefers familiar routines. She dislikes intellectual discussions. She is incredibly frank and candid in dealings with others. She doesn't like to compromise with others. She doesn't go out of her way to do more work than necessary. She is occasionally given to procrastination. She needs alcohol to get through the working day and can't even remember the last time she had some.

Tradanbattlan Zuglarüz. "Tradanbattlan Shingrowl". Elite Marksdwarf

Tradanbattlan Zuglarüz has been ecstatic lately. He talked with a lover lately. He admired a fine tastefully arranged Door lately. He admired a fine Cabinet lately. He slept in a very good bedroom recently. He is romantically involved with Minkot Giftlashed. He is a worshipper of Alod Faintcalmed. He is a citizen of The Ageless Watched Lashes. He is a member of The Hammer of Smashing.

Tradanbattlan Zuglarüz likes Native silver. Gold. Moss opal. pearl. turtle shell. Pig tail Fabric. the color russet and idols. When possible. he prefers to consume Dwarven rum and cow's milk. He absolutely detests large roaches. He is often nervous. He cracks easily under pressure. He tends to avoid crowds. He loves to take charge and direct activities. He is very active. He loves a good thrill. He is not interested in art. He likes to try new things. He is open-minded to new ideas. He is modest. He is disorganized. He finds rules confining. He needs alcohol to get through the working day and can't even remember the last time he had some.

Oh yeah, Christes you oddly enough have no kills. Tradanbattlan, you have killed two goblins.

bahaha

You do realize you gave us a pair of lovers? <3

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 01, 2009, 08:50:46 pm**

No I cant say I noticed that! Good eye! hahahahaha

Hey some things happen better when they happen randomly! :P

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 01, 2009, 09:16:59 pm**

Hey its not like youre married or anything, just lovers. See you dont live together, you each have your own place...but...is that you two by the river?



Sorry, I couldnt resist! ;D

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 01, 2009, 09:40:03 pm**

Quote from: MrGimp on March 01, 2009, 09:16:59 pm

Hey its not like youre married or anything, just lovers. See you dont live together, you each have your own place...but...is that you two by the river?



Sorry, I couldnt resist! ;D

spits out coffee while laughing

Oh wow! What a strange coincidence!

EDIT:

You know... I never noticed before, but one of the rooms on the far left has a gem in the wall...

I'd mine that sucker and let the two rooms merge, but that's only me.

I wouldn't want to anger Urist too much with my ideas.

EDIT 2: By the way, what tileset did you use? It looks spiffeh

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Zulaf** on **March 01, 2009, 11:28:50 pm**

Hey, just read the story from start, its a great read. I need to start coming to the games and stories board more.

I was wondering.... I want to be a axe dwarf but when the hammerer dies can i get his hammer? =P i'm sure its adorned with giant rat bone and carp leather. if the hammer is a no go then just an axe dwarf.

Also can you rustle up more monsters for the gladiator pit? If so then id also like to fight in it.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 12:30:40 am**

Queen Urist



Clerk: Hear ye, hear ye! The court of Queen Urist Salvedangers shall come to order. The first order of business, your majesty, comes from the elite marksdwarf Tradanbattlan. He requests mining the jewels out of the peasant quarters, as there are several shiny blue gems.

Queen Urist: Denied! Question me again and you shall narfle the Garthak! Ahem...I am a beneficent queen. I leave the jewels there for the enjoyment of the peasants to admire sparkly things. Besides, our jewelers have enough gems for the next 20 years already piled up.

Clerk: The queen has spoken! Next order of business comes from the champion axedwarf Zulaf. He requests the hammerers hammer, your majesty.

Queen Urist: The insolence!!! How can one ask for the hammerer's hammer?! If you want it so bad, then go get it from him! To the hammerers lair with you!



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 02, 2009, 12:56:45 am**

Can I haz axe dwarf?

Preffrably legendary. Thanks!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 01:09:05 am**

Metropolis Rifotkûbuk. "Blockedlance"				1st Hematite. 217. Early Summer					
Animals		Kitchen	Stone	Stocks	Prices	Currency	Justice		
Created Wealth:		3294420*	Population:		216	Champions		36	
Weapons:		191868*	Miners		6	Assassins		None	
Armor and Garb:		283431*	Woodworkers		6	Axe Lords		None	
Furnitures:		204274*	Stoneworkers		1	Swordsdwarves		None	
Other Objects:		1591844*	Rangers		1	Swordmasters		None	
Architecture:		572044*	Metalsmiths		5	Macedwarves		None	
Displayed:		248986*	Jewelers		3	Mace Lords		None	
Held/Worn:		201973*	Craftedwarves		9	Hammerdwarves		None	
Imported Wealth:		718257*	Nobles/Admins		7	Hammer Lords		None	
Exported Wealth:		87508*	Peasants		15	Speardwarves		None	
Food Stores:		6415	Children		52	Spearmasters		None	
Meat		41	Seeds	570	Fishers Workers		6	Marksdwarves	17
Fish		1	Drink	2613	Farmers		41	Elite Mrksdwrvs	5
Plant		395	Other	2795	Engineers		6	Wrestlers	None
			Trained Animals		A	Elite Wrestlers		None	
			Other Animals		A	Recruits		None	

Its summer now. We have a problem here at Blockedlance: children are one fourth the population. They clog up CPU speed just wandering around, contributing nothing to the fortress...except the occassional removed construction, or artifact trinket.

Relationships of Mayor Atis Atheikúd	
<div>Obok Tatiden. Planter</div> <div>Reg Riga Child</div> <div>Zon Taronustoth Child</div> <div>Rimtar Bisslatir Child</div> <div>Ynui Limuikikrost Child</div> <div>Snul Udalingotón Child</div> <div>Anest Roderinsiz Child</div> <div>Sarvesh Sigunnesar Baby</div> <div>Habil Adilnukas Child</div> <div>Erib</div> <div>Rith Athelshagag Child</div> <div>Erith Rinalunib Lye Maker</div> <div>Udib Rintartarmid Weaponsmith</div> <div>Zas Zimled Markedwarf</div> <div>Iiral Sazirredus Child</div> <div>Cog Rosatiteb Child</div>	<div>Husband</div> <div>Eldest Son</div> <div>Eldest Daughter</div> <div>Second Eldest Son</div> <div>Second Eldest Daughter</div> <div>Third Eldest Daughter</div> <div>Fourth Eldest Daughter</div> <div>Youngest Daughter</div> <div>Youngest Son</div> <div>Deity</div> <div>Passing Acquaintance</div> <div>Passing Acquaintance</div> <div>Passing Acquaintance</div> <div>Passing Acquaintance</div> <div>Passing Acquaintance</div> <div>Passing Acquaintance</div>

Urist used her influence to arrange a new mayoral election, to 'reaffirm the will of the people'. This time someone that wasnt friends with the old mayor won. Imagine that.

And this mayor happens to be the father of BOTH the children in my fort who wound up making artifacts and becoming legendary for it. Both parent are legendary farmers. This is some good stock right here.

Relationships of the Hammerer Bonrek inaluv	
<div>Osram</div> <div>Monom Mebzuthistam Tax Collector</div>	<div>Deity</div> <div>Friend</div>

The hammerers getting sad, and its not just because theres someone in his lair wanting to fight him for his hammer. No. Hes sad because the old tax collector was his friend. In fact he was his only friend. Kinda pathetic really.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 01:19:35 am**

<div>Quote from: Jackrabbit on March 02, 2009, 12:56:45 am</div> <div>Can I haz axe dwarf?</div> <div>Preffrably legendary. Thanks!</div>

Youre already in the fort! You are the legendary Jackrabbit Spireknife, the Brutal Square of Problems! ;D

Check Page 7!

And since Fikkod Inodzoz got her arm cut off by that insanely powerful dragon I edited in, youre my best champion.

Oh and Tradanbattlan about your other question...Im using th dystopian rhetoric set...but I also used a couple different sets for the dwarves and theres been problems. In some of the screenshots you see dashed brown lines. Those are Herbalists. Also, some of my characters appear to be from one set, others from the other set. Its all glitchy...every piece of electronics I touch glitches up! Its a gift really. :P

But yeah...for the most part dystopian rhetoric. And I think Mike Mayday. I dunno...its on the dwarf wiki. Theres a link at the top of the forums. Just search tilesets and pick the ones you like.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 02, 2009, 01:23:24 am**

Oh thats awesome. I never usually manage to get amour up to that high for my dwarves. Thanks!

(Also, I'm male, so don't worry :P)

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Zulaf** on **March 02, 2009, 02:39:21 am**

=(i hope i dont get beat to death by the hammer i so much want.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 02:43:58 am**

<div>Quote from: Zulaf on March 02, 2009, 02:39:21 am</div> <div>=(i hope i dont get beat to death by the hammer i so much want.</div>

Nah I think your chances are pretty good. You got armor and a shield, plus wrestler skill. He doesnt. You still have your trusty axe with you too!

Didnt you want to be in the arena? This is your chance to shine!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Zulaf** on **March 02, 2009, 02:48:28 am**

oooh those chances do sound good.

do you have a breeding program(if at all possible, i dunno) for the lizard,frog ect men or even just some animals?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 02:25:30 pm**

<div>Quote from: Zulaf on March 02, 2009, 02:48:28 am</div> <div>oooh those chances do sound good.</div> <div>do you have a breeding program(if at all possible, i dunno) for the lizard,frog ect men or even just some animals?</div>
--

You cant breed the river monsters (I dont think I could mod that in without starting a new game either).

I am breeding the giant eagels for their coolness, and horses for meat and bones. I also have a couple foxes cuz I thought it might be funny to force goblin prisoners to fight a swarm of foxes. But I cant really escalate my breeding program until the children and pets of Blockedlance are...taken care of.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 02:33:18 pm**

M a n d a t e s : M a k e c o i n s (3 / 3)

Dear Diary,

This new mayor isnt being as much of a loyal silent puppet as I would like. She is demanding coins. Never would I have thought there would be so much resistance to the abolition of the capitalist economy. This mayor is legendary so I suppose she prefers to lord it over evicted peasants who wander the halls because they cant afford even a meager hovel, while SHE should be housed for free!

No Im the only one that this community should support. I built this community from the terrible ashes. I fought to survive. I had to kill several of my own friends. And now this mountain hall is the greatest in all of Sil Gomath. The Ageless Matched Lashes was nearly wiped out before me. No...I shall remake Dwarven society as *I* see fit!!! No economy! No coins!

If this mayor doesnt learn to fall in line, Im gonna lock him in his room the way I did that new Tax Collector.



I would have sent him to his death in the arena...but until the deathmatch between Zulaf and Bomrek is over, starvation was more expedient. Enjoy your last meal you capitalist pig-dog!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **March 02, 2009, 07:21:15 pm**

Quote from: MrGimp on March 02, 2009, 02:25:30 pm

Quote from: Zulaf on March 02, 2009, 02:48:28 am

oooh those chances do sound good.

do you have a breeding program(if at all possible, i dunno) for the lizard,frog ect men or even just some animals?

You cant breed the river monsters (I dont think I could mod that in without starting a new game either).

Actually, you can. Check the link I posted earlier. Then remove whatever tokens inhibit river creature breeding.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 08:10:06 pm**

Quote from: LegoLord on March 02, 2009, 07:21:15 pm

Quote from: MrGimp on March 02, 2009, 02:25:30 pm

Quote from: Zulaf on March 02, 2009, 02:48:28 am

oooh those chances do sound good.

do you have a breeding program(if at all possible, i dunno) for the lizard,frog ect men or even just some animals?

You cant breed the river monsters (I dont think I could mod that in without starting a new game either).

Actually, you can. Check the link I posted earlier. Then remove whatever tokens inhibit river creature breeding.

Doh! I thought it said you couldnt do that. Ok...but giving them weapons is still out, right? Ive only ever done a little bit of editing.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Rysith** on **March 02, 2009, 08:34:13 pm**

If you gave them [EQUIPS], they would be able to use them, and would spawn with them. I don't think that they will ever pick up a weapon from the ground to use, though.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **March 02, 2009, 08:35:48 pm**

Yeah, weapons are out. That would involve adding an entity entry, which would require re-gen. Making them breed, however, would involve editing a pre-existing non-entity entry, which would not require re-gen.

They wouldn't spawn with weapons with [equips]. I've done that before; only civees spawn with weapons. Other things might get their hands on stuff in history, though.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 02, 2009, 11:05:04 pm**

hehe okay I think I will breed the lizardmen then. I killed all the frog, mud, and snake men. Snakemen would have been really cool.

Feh.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 04:14:26 pm**

Sorry, school and work suck today. I probably wont have an update today or tomorrow. But feel free to throw out some mod ideas. I have a few things Im thinking of doing, and I cant incorporate everything, but if you have a good idea I might use it in some form. So throw it out there, what are some of the things you guys have edited in (bearing in my mind I cant re-gen the world) that were cool? What are some cool tag combinations? I need something challenging to take on a fortress of 200+ dwarves.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Rysith** on **March 03, 2009, 04:40:44 pm**

Speaking from what I've found with the orcs, [NOFEAR] and [NOPAIN] go a reasonable way towards making them more difficult. I suspect [NOBLEED] would help too, though it might be a bit harder to justify. As always, increasing size helps (but only to a point, Migrurist (I think...) demonstrated that). Adding a point or three of [DAMBLOCK] and upping their natural damages can help to simulate weapons and armor ([DAMBLOCK:10] is about equivalent to no-quality platemail, and setting their natural damage to 10 or so would be like giving them all no-quality warhammers).

Another idea would be to add [CAN_LEARN], trap them, and then feed tame animals to them to allow them to develop their combat abilities and attributes. The principle is similar to putting captured goblins in rooms with one of your military dwarves to let them gain experience. Start with small things like kittens and slowly work your way up to the larger things like horse foals. It would probably require quite a bit of time, and possibly a massive livestock breeding program, though.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 05:34:07 pm**

If I add a new entry I have to regen. But what if I completely re-write an old one? I guess as long as I keep the [CREATURE] tag the same it will work right?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **March 03, 2009, 05:40:13 pm**

Quote from: MrGimp on March 03, 2009, 05:34:07 pm
If I add a new entry I have to regen. But what if I completely re-write an old one? I guess as long as I keep the [CREATURE] tag the same it will work right?

Yep, all except Biomes tags.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 10:29:07 pm**

Alright fuck school. Whats the purpose of studying when I already know everything?

Ok, so I only did a minor bit of editing so far. But I have to post an update now.....

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 10:38:07 pm**

A couple items of note before I proceed.



The fabled donkey Gutterstruck, slaughterer of caravans was freed from her pen. She left with the last goblin caravan out of town. But she left her children behind for some reason. Damn goblins...even their pack animals are heartless and cruel!

I suppose she wants ME to support them? I aint no baby's daddy!



Oh, and we had another joyous celebration when the new tax collector died.



Collect that, bitch.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 03, 2009, 10:39:32 pm**

Quote from: MrGimp on March 03, 2009, 10:38:07 pm
A couple items of note before I proceed.



The fabled donkey Gutterstruck, slaughterer of caravans was freed from her pen. She left with the last goblin caravan out of town. But she left her children behind for some reason. Damn goblins...even their pack animals are heartless and cruel!

I suppose she wants ME to support them? I aint no baby's daddy!



Oh, and we had another joyous celebration when the new tax collector died.



Collect that, bitch.

Yeeeeeeaaaah!
Gutterstruck!!

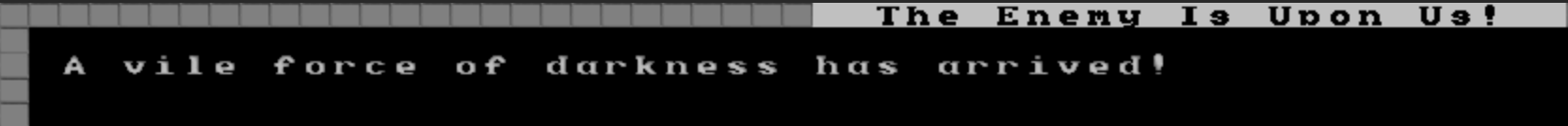
Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 10:55:16 pm**

Chapter #5 - The Goblins Return

(NOTE - For those that didnt read the beginning or those that forgot because they smoke too much weed, Blockedlance was originally attacked by goblins before Urist ever got there. There were sieges and the goblins did not trade. However, during my original fort my civ

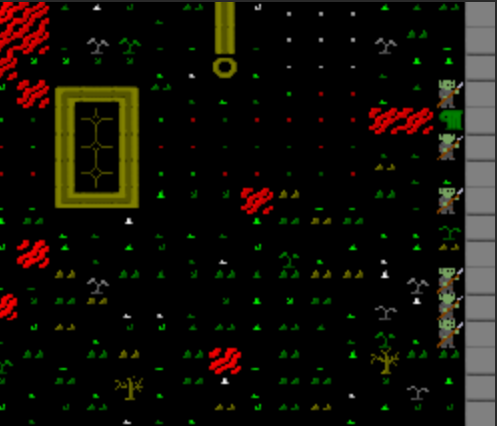
capital was re-founded. This changed the borders, and the nearest goblin civ at that point was peaceful. So they traded with me upon reclaim, the green bastards.)

And then it happened.



For the first time in thirteen years, Blockedlance was beseiged by goblin hordes! Many of the peasants panicked, but not Urist. Urist smiled. Goblins could mean only one thing; Letterclose was being overrun. Queen Cog's old stomping grounds could no longer hold back the hostile barbarian goblins from the north.

Urist would prove her TRUE legitimacy here this day. SHE would have the strength to block the goblin advance into dwarven territory!



And here they are the filthy bastards. The moat was not yet complete, and the drawbridge not yet raisable. LegoLord stood with his squad atop the ramparts of the barracks, overlooking the southeastern approach to the keep. Below him Jackrabbit Spireknife rallied his troops and moved to block the goblin rabble.

As the beak dogs were let loose in front of the goblin advance, Tradanbattlan and Christes began shooting. Legolord loaded a bolt and took aim, the rest of his men followed suit. Jackrabbit ordered his squad to advance.



The result is below...

<http://mkv25.net/dfma/movie-1147-goblinslaughter> (<http://mkv25.net/dfma/movie-1147-goblinslaughter>)

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 03, 2009, 11:01:10 pm**

Oh that was *fun*. Hey, how did you get the screen so big? it was helpful.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 03, 2009, 11:01:27 pm**

Quote from: MrGimp on March 03, 2009, 10:55:16 pm

(NOTE - For those that didnt read the beginning or those that forgot because they smoke too much weed, Blockedlance was originally attacked by goblins before Urist ever got there. There were sieges and the goblins did not trade. However, during my original fort my civ capital was re-founded. This changed the borders, and the nearest goblin civ at that point was peaceful. So they traded with me upon reclaim, the green bastards.)

And then it happened.



For the first time in thirteen years, Blockedlance was beseiged by goblin hordes! Many of the peasants panicked, but not Urist. Urist smiled. Goblins could mean only one thing; Letterclose was being overrun. Queen Cog's old stomping grounds could no longer hold back the hostile barbarian goblins from the north.

Urist would prove her TRUE legitimacy here this day. SHE would have the strength to block the goblin advance into dwarven territory!



And here they are the filthy bastards. The moat was not yet complete, and the drawbridge not yet raisable. LegoLord stood atop the ramparts of the barracks, overlooking the southeastern approach to the keep. Below him Jackrabbit Spireknife rallied his squad and moved to block the goblin rabble.

Legolord loaded a bolt and took aim. Jackrabbit yelled to his men to advance.



The result is below...

<http://mkv25.net/dfma/movie-1147-goblinslaughter> (<http://mkv25.net/dfma/movie-1147-goblinslaughter>)

Glorious!
But where was I?
:(

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 11:11:43 pm**

Quote from: Tradanbattlan on March 03, 2009, 11:01:27 pm

Glorious!
But where was I?
:(

My bad....you and Christes are in the squad with LegoLord. You were all on top of that building on the left shooting down.

Actually, the marksdwarves got the beak dogs and a few goblins before they even got very far into that corridor of death there. If you watch the video, the goblins are running away from the very start. hahaha

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 11:24:42 pm**

I just checked, apparently no named markswarves got any kills. Probably because they would hit and the goblins would go down, and then the axedwarves came in and delivered the killing blow.

Jackrabbit, you're the only one with any new kills. You got two.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 03, 2009, 11:26:25 pm**

Quote from: Jackrabbit on March 03, 2009, 11:01:10 pm

Oh that was *fun*. Hey, how did you get the screen so big? it was helpful.

Its in the init file. It depends on what your screen resolution is. But go into the init and with a little trial and error youll get the viewscreen to be as big as the monitor.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 03, 2009, 11:30:51 pm**

Quote from: MrGimp on March 03, 2009, 11:24:42 pm

I just checked, apparently no named markswarves got any kills. Probably because they would hit and the goblins would go down, and then the axedwarves came in and delivered the killing blow.

Jackrabbit, you're the only one with any new kills. You got two.

I kill and kill again! I am unstoppable and greedy! You'd best be training Urist up. When this fort hits it inevitable and intentional tantrum spiral my money's on the legendary with the axe. Or the recruit with the crossbow, whichever.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 03, 2009, 11:37:44 pm**

Quote from: MrGimp on March 03, 2009, 11:11:43 pm

Quote from: Tradanbattlan on March 03, 2009, 11:01:27 pm

Glorious!
But where was I?
:(

My bad....you and Christes are in the squad with LegoLord. You were all on top of that building on the left shooting down.

Actually, the marksdwarves got the beak dogs and a few goblins before they even got very far into that corridor of death there. If you watch the video, the goblins are running away from the very start. hahaha

Quote

...you and Christes are in the squad with LegoLord...

Quote

...you and Chrostes...

Coincedence?

Title: **Re: Urist Salvedangers the Foggy Barbs**

Post by: **MrGimp** on **March 03, 2009, 11:41:16 pm**

I edited that post to include you and Christes. I fought the temptation to make it a love scene. :)

Title: **Re: Urist Salvedangers the Foggy Barbs**

Post by: **Tradanbattlan** on **March 03, 2009, 11:55:37 pm**

Quote from: MrGimp on March 03, 2009, 11:41:16 pm

I edited that post to include you and Christes. I fought the temptation to make it a love scene. :)

Quote

fought the temptation

???

Title: **Re: Urist Salvedangers the Foggy Barbs**

Post by: **MrGimp** on **March 03, 2009, 11:58:03 pm**

Quote from: Tradanbattlan on March 03, 2009, 11:55:37 pm

Quote from: MrGimp on March 03, 2009, 11:41:16 pm

I edited that post to include you and Christes. I fought the temptation to make it a love scene. :)

Quote

fought the temptation

???

My Gods....youre right....fighting temptation is definitely NOT dwarfy!!!

I must now commit seppuku...

Title: **Re: Urist Salvedangers the Foggy Barbs**

Post by: **Tradanbattlan** on **March 03, 2009, 11:59:45 pm**

Quote from: MrGimp on March 03, 2009, 11:58:03 pm

Quote from: Tradanbattlan on March 03, 2009, 11:55:37 pm

Quote from: MrGimp on March 03, 2009, 11:41:16 pm

I edited that post to include you and Christes. I fought the temptation to make it a love scene. :)

Quote

fought the temptation

???

My Gods....youre right....fighting temptation is definitely NOT dwarfy!!!

I must now commit seppuku...

Hmmm...

This may not be a profit to the progress of the story.

Once the tale of Urist ends, then seppuku, you may do.

PS:

[Spoiler](#) (click to show/hide)

I was trying to rhyme.

Title: **Re: Urist Salvedangers the Foggy Barbs**

Post by: **MrGimp** on **March 04, 2009, 12:07:24 am**

Urist Haiku

Prudence is bad word
Dwarves want sex and blood
Now you write story and die

Title: **Re: Urist Salvedangers the Foggy Barbs**

Post by: **Tradanbattlan** on **March 04, 2009, 12:18:32 am**

Quote from: MrGimp on March 04, 2009, 12:07:24 am

Urist Haiku

Prudence is bad word
Dwarves want sex and blood
Now you write story and die

You know...

I might just write that one down...

Title: **Re: Urist Salvedangers the Foggy Barbs**

Post by: **Christes** on **March 04, 2009, 12:45:59 am**

Not really a Haiku though.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 04, 2009, 01:43:50 am**

Quote from: Christes on March 04, 2009, 12:45:59 am

Not really a Haiku though.

5 5 7 right?

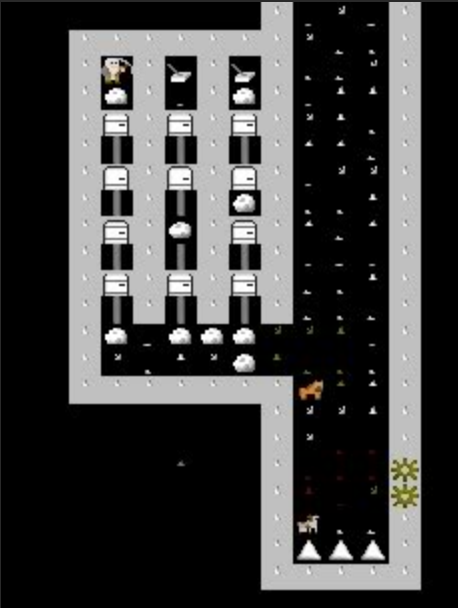
Whats wrong with it? Its not a complex 5 5 7 7 5 Haiku...but still.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 04, 2009, 01:54:26 am**

Credits go to i2amroy and this thread here for the inspiration for this next piece of architecture...

<http://www.bay12games.com/forum/index.php?topic=24088.0> (<http://www.bay12games.com/forum/index.php?topic=24088.0>)

And here it his; the Pet Owner Rehabilitation Booth.



Dwarves may not know why theyve been told to go pull a lever when they go in, but they figure it out when they come out.

Mosus Rintararek. Horse (Tame) has been impaled on spikes
Aban Likotruthosh. Bull (Tame) has been impaled on spikes

Imagine the look on their faces when they come out of the booth and see their beloved pets impaled upon a spear! Priceless!



Of course, this guy here didnt seem to mind too much when he walked out and saw his pet donkey lying mortally wounded. He just stepped over the body and headed off to go get drunk.

Unul Kivishtosed. Planter has died after colliding with an obstacle.

Oh and in other news, our shell shortage has claimed another life, as a dwarf has thrown himself down the main stairwell for lack of the precious green material.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 04, 2009, 02:26:09 am**

Quote from: MrGimp on March 04, 2009, 01:43:50 am

Quote from: Christes on March 04, 2009, 12:45:59 am

Not really a Haiku though.

5 5 7 right?

Whats wrong with it? Its not a complex 5 5 7 7 5 Haiku...but still.

5 7 5

Not that I'm complaining. Just as hard to get 5 5 7 to work :P

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 04, 2009, 02:30:52 am**

That's totally disgusting and immoral! Really really funny though

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 04, 2009, 01:07:27 pm**

Quote from: Christes on March 04, 2009, 02:26:09 am

Quote from: MrGimp on March 04, 2009, 01:43:50 am

Quote from: Christes on March 04, 2009, 12:45:59 am

Not really a Haiku though.

5 5 7 right?

Whats wrong with it? Its not a complex 5 5 7 7 7 5 Haiku...but still.

5 7 5

Not that I'm complaining. Just as hard to get 5 5 7 to work :P

Doh! I couldve sworn it was 5 5 7, hahaha...

But wait! Whats this? I found a scroll here written by the legendary dwarf haiku master Bomrek Lotusblossom! He says only humans write in the inferior 5 7 5 style! The dwarf school of haiku has the [DRUNKEN_STRUCTURE] tag! The dwarf school is superior!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 05, 2009, 04:04:20 am**

Metropolis RifotkÜbuk. "Blockedlance"				1st Granite. 218. Early Spring				
Animals		Kitchen		Stone	Stocks	Prices	Currency	Justice
Created Wealth:		3454041*		Population:		217		
Weapons:		193443*		Miners		10		Champions
Armor and Garb:		290297*		Woodworkers		6		Axedwarves
Furniture:		217329*		Stoneworkers		1		Axe Lords
Other Objects:		1687374*		Rangers		1		Swordsdwarves
Architecture:		594404*		Metalsmiths		5		Swordmasters
Displayed:		266199*		Jewelers		3		Macedwarves
Held/Worn:		204995*		Craftsdwarves		9		Mace Lords
Imported Wealth:		704950*		Nobles/Admins		6		Hammerdwarves
Exported Wealth:		87508*		Peasants		8		Hammer Lords
Food Stores:		8154		Children		54		Speardwarves
Meat		37		Fishery Workers		6		Spearmasters
Fish		1		Farmers		44		Marksdwarves
Plant		511		Engineers		6		Elite Mrksdwrve
				Trained Animals		None		Wrestlers
				Other Animals		A 36		Elite Wrestlers
								Recruits

Its Spring 218, and theres lots to do. The pet problem is being solved with the help of ingenious dwarven engineering. The moat was being dug out, and its floor covered in dolomite to prevent plant growth. Not that it really mattered...it was really just something to do with all that stone.

Yep...it was pretty mundane and boring...wait...what the hell?



The goblins dare strike again? Queen Urist refused to give the order for all dwarves to come inside. There were many innocents in the line of goblin death. Jackrabbit and his squad were on duty guarding the temple, and were the only ones who could reach this squad of gobbos in time.

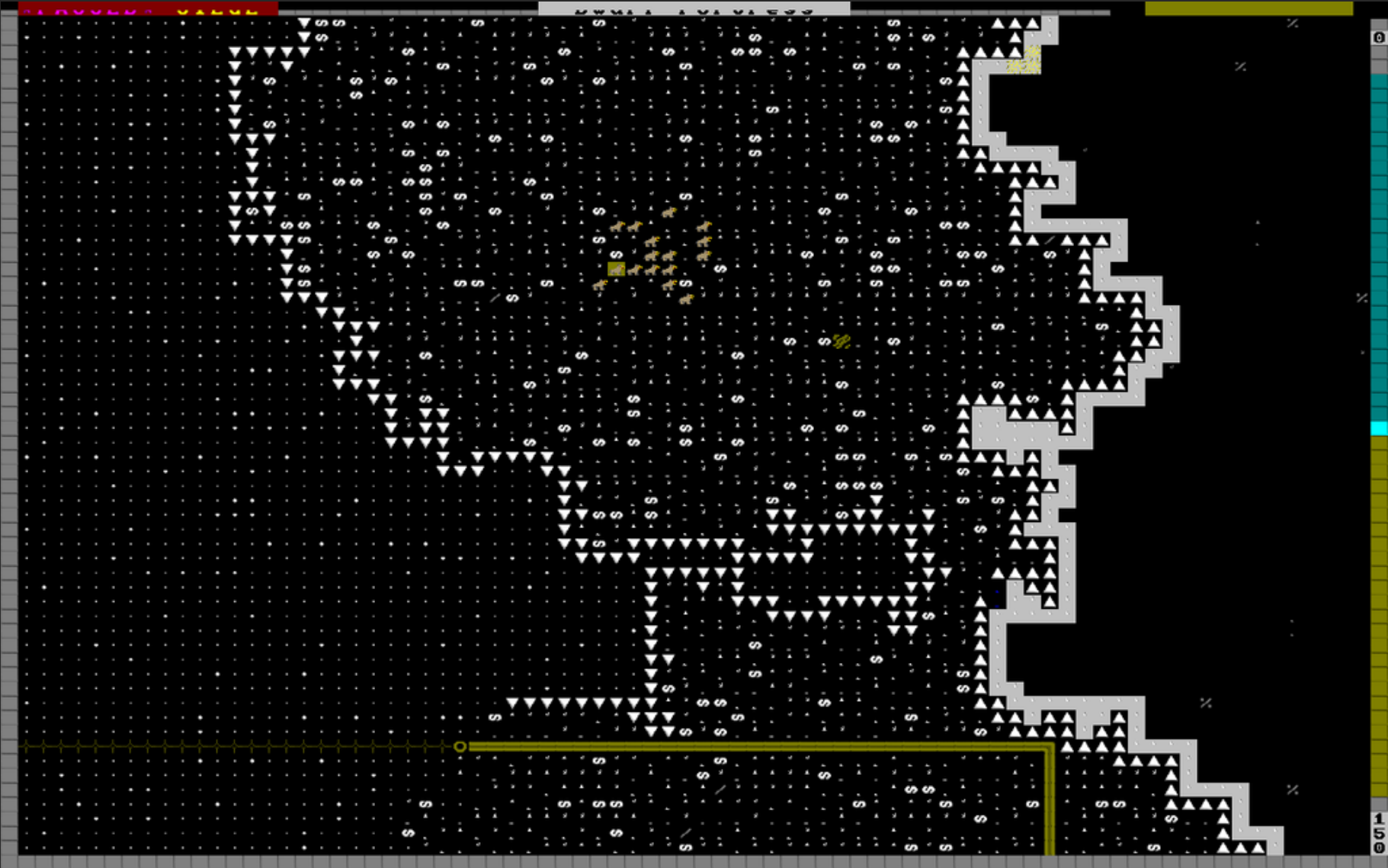
<http://mkv25.net/dfma/movie-1153-heroicvictory> (<http://mkv25.net/dfma/movie-1153-heroicvictory>)

Eat popcorn and watch the movie. I thought for sure Id lose some dudes. Every goblin had a beak dog. As Jackrabbit and his men attacked, more goblins were coming in from off screen. Amazingly everyone else scored all the kills, and Jackrabbit came up empty.



You did get wounded there a bit though, captain Jack.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 05, 2009, 04:16:30 am**



But the fight was not yet done. Another squad of goblin bearing beak dogs charged in from the hills to the northeast. They had to cross the map to get to the unfinished end of the outer palisade. This gave Urist the time she needed. She ordered good ole Cap'n Jack to take his squad forward. But Jackrabbit said he needed to rest. His squad loyally followed him inside the fortress. Urist fumed. Legolord had already taken his sweet time to get in firing position on the hillside overlooking the palisade. By the time he got there (and he was all by himself) he had time to fire one arrow before the goblin menace was out of range.

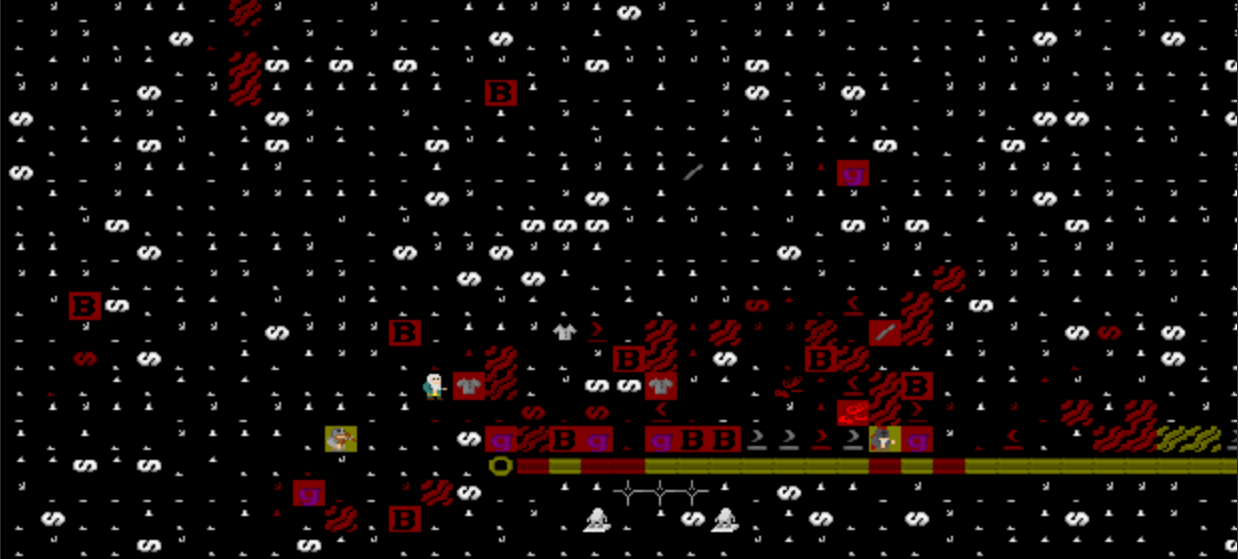
He did hit though, I must say that Legolord is a damn good shot.

The Queen ordered the remaining fighting men, the nameless slobbering hordes that made up the fortress militia, to take up a position along the western edge of the palisade wall.

This video tells their tale...

<http://mkv25.net/dfma/movie-1154-killdiedie> (<http://mkv25.net/dfma/movie-1154-killdiedie>)

...and this picture shows the terrible bloody mess that was left...



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 05, 2009, 04:16:30 am**

Oooh I like that nickname. Also, NO KILLS? Insolent goblins, not dying on my blade! I'd like a short stint in the arena to kill captives if that's okay.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 05, 2009, 04:17:51 am**

Quote from: Jackrabbit on March 05, 2009, 04:16:30 am

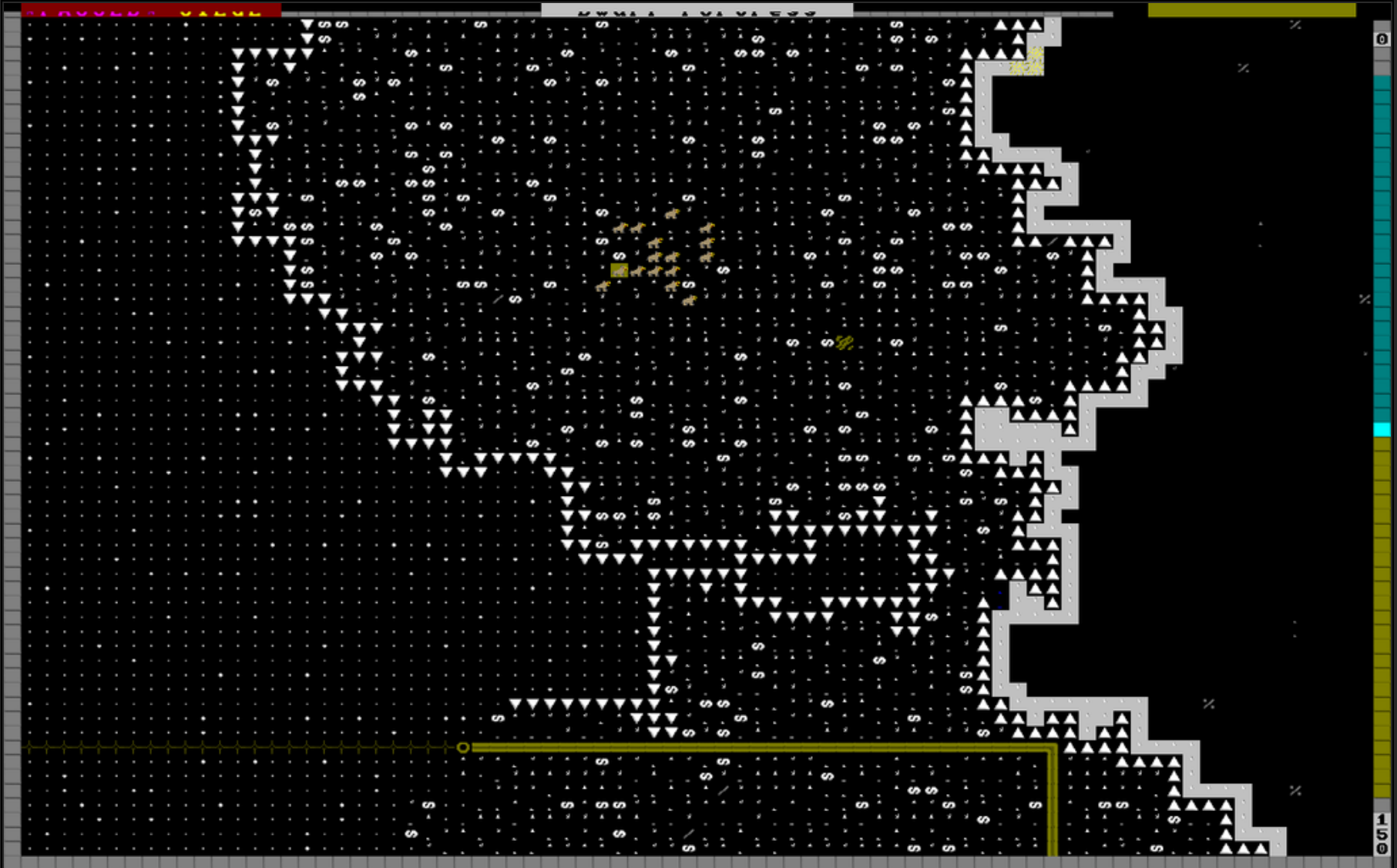
Oooh I like that nickname. Also, NO KILLS? Insolent goblins, not dying on my blade! I'd like a short stint in the arena to kill captives if that's okay.

Captives? You mean the allowing of goblins to live? Oh Armok no!

Actually....on second thought...you are right. I need to capture goblins for arena torture. But Zulafs got dibs on the arena adventures, sorry. Im still trying to get him to fight the hammerer...but they both keep getting happy thoughts from the sunshine and legendary dog meat roasts.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 05, 2009, 02:52:11 pm**

Quote from: MrGimp on March 05, 2009, 04:16:30 am



But the fight was not yet done. Another squad of goblin bearing beak dogs charged in from the hills to the northeast. They had to cross the map to get to the unfinished end of the outer palisade. This gave Urist the time she needed. She ordered good ole Cap'n Jack to take his squad forward. But Jackrabbit said he needed to rest. His squad loyally followed him inside the fortress. Urist fumed. Legolord had already taken his sweet time to get in firing position on the hillside overlooking the palisade. By the time he got there (and he was all by himself) he had time to fire one arrow before the goblin menace was out of range.

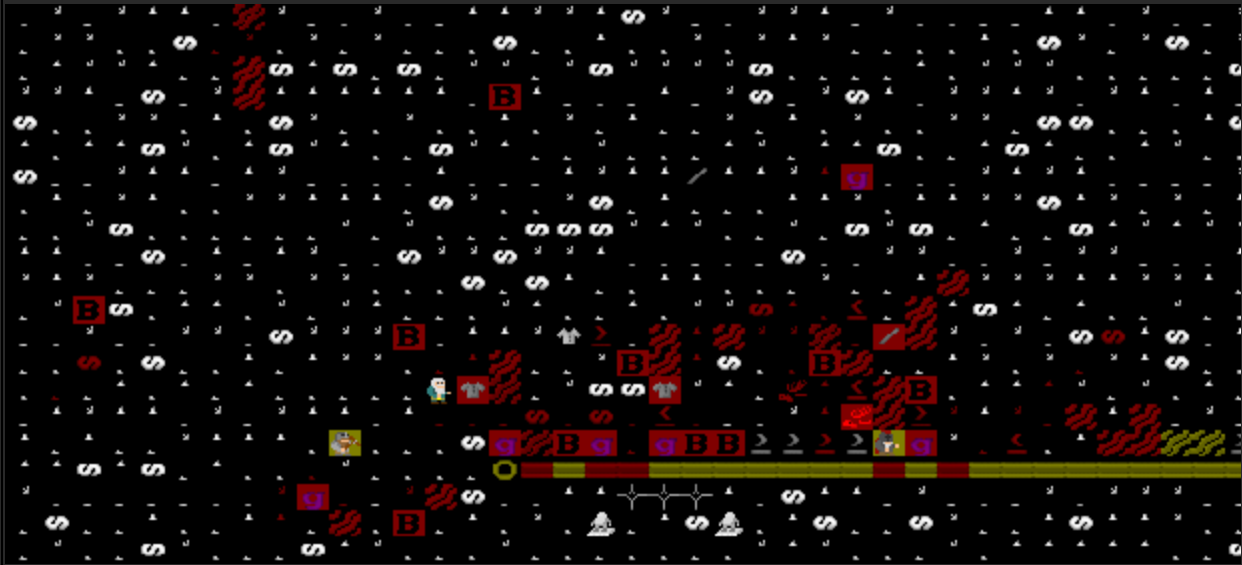
He did hit though, I must say that Legolord is a damn good shot.

The Queen ordered the remaining fighting men, the nameless slobbering hordes that made up the fortress militia, to take up a position along the western edge of the palisade wall.

This video tells their tale...

<http://mkv25.net/dfma/movie-1154-killdiedie> (<http://mkv25.net/dfma/movie-1154-killdiedie>)

...and this picture shows the terrible bloody mess that was left...



I am taking a wiildd guess here, but I was with Christes, wasnt I?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 05, 2009, 08:23:11 pm**

Quote from: Tradanbattlan on March 05, 2009, 02:52:11 pm

I am taking a wiildd guess here, but I was with Christes, wasnt I?

Yeah, Im pretty sure you guys were down by the river stroking each others beards. :o

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Zulaf** on **March 05, 2009, 09:05:46 pm**

Hey with the food and booze situation down with my cell mate and i why not just give us plumps(drop them down a chute if you haven't done so already) and designate a pond of water for us?

I'm pretty sure you would have to dig a tunnel under the wall 3 tiles long crossing into the hall and the room and then the two ends make channels, then to give us water dwarfs don't have to go in the room with risk us leaving except for the one time for the miner, or just drop a pick down to us(assuming you have a dump chute) can dig the channel on our side.

Quote from: MrGimp on March 05, 2009, 08:23:11 pm

Quote from: Tradanbattlan on March 05, 2009, 02:52:11 pm

I am taking a wiildd guess here, but I was with Christes, wasnt I?

Yeah, Im pretty sure you guys were down by the river stroking each others beards. :o

I almost fell of my chair laughing.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 05, 2009, 10:08:03 pm**

Quote from: MrGimp on March 05, 2009, 08:23:11 pm

Quote from: Tradanbattlan on March 05, 2009, 02:52:11 pm

I am taking a wiildd guess here, but I was with Christes, wasnt I?

Yeah, Im pretty sure you guys were down by the river stroking each others beards. :o

Wait a minute...

...
:o

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 05, 2009, 10:26:45 pm**

Quote from: MrGimp on March 05, 2009, 08:23:11 pm

Quote from: Tradanbattlan on March 05, 2009, 02:52:11 pm

I am taking a wiildd guess here, but I was with Christes, wasnt I?

Yeah, Im pretty sure you guys were down by the river stroking each others beards. :o

Christes cancels defend fort: horny

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 06, 2009, 09:56:02 am**

The Tax Collector Obok Nishurrith has arrived.

GRRRRRR!!! ANOTHER ONE!!!!

Damn you, you tax collecting son of a motherless goat! I dont know how he got here or who told him...I would have first suspected the Duchess...but upon closer inspection I think it is the mayor. He just assigned someone to a beating for not fulfilling production orders. I think the mayor is trying to break out from my control....the insolence!!!



Oh, and check out Mistim Kubukrosat, the stupidest dwarf alive. He stabbed himself in the pet rehabilitation booth. HOW?!?!?! Only an IDIOT could have managed something so impossibly unlikely.



However his stupidity was only just being revealed by the self stabbing. Oh no...I was further enlightened to his moronic capacity when the idiot decided to rest his dumb ass IN THE DEATH PIT!!!!



Suffice it to say I killed the yokel and took his propensity for imbecilic stupidity out of the gene pool. I also killed his pet horse. The bastard.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 06, 2009, 10:01:06 am**



"Come on Bomrek, please?" asked Zulaf for the one millionth time.

"NO!" shouted the Hammerer.

"But I really want it!"

Just then several Beak Dog corpses fell through the mysterious new skylight. Then a couple goblins fell on top of the pile. Blood squirted from the gaping wounds as the bodies hit the hard surface below. Zulaf and Bomrek looked at the pile and then at each other.

It was about to get real stinky in this pit...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 06, 2009, 05:50:15 pm**

Wah hah hah!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 07, 2009, 04:37:45 am**



A child got all OCD and tried to design some great trinket for the queen. The child failed miserably and now shuffles about the arena to the delight and merriment of drunken onlookers. Deranged and babbling, she is refusing food and alcohol. Armok's merciless embrace will soon take this one.



Queen Urist had ordered yet another clear cut of the southern forest. In attempting to carry out this mandate, the wild and savage descendants of the great Gutterstruck attacked my woodcutters and haulers. Queen Urist was forced to send Lord Lego and Captain Jack to dispatch the vile creatures once and for all.

So ends the tale of Gutterstruck's abandoned children and grandchildren. May they suffer horrible fates in the next life.



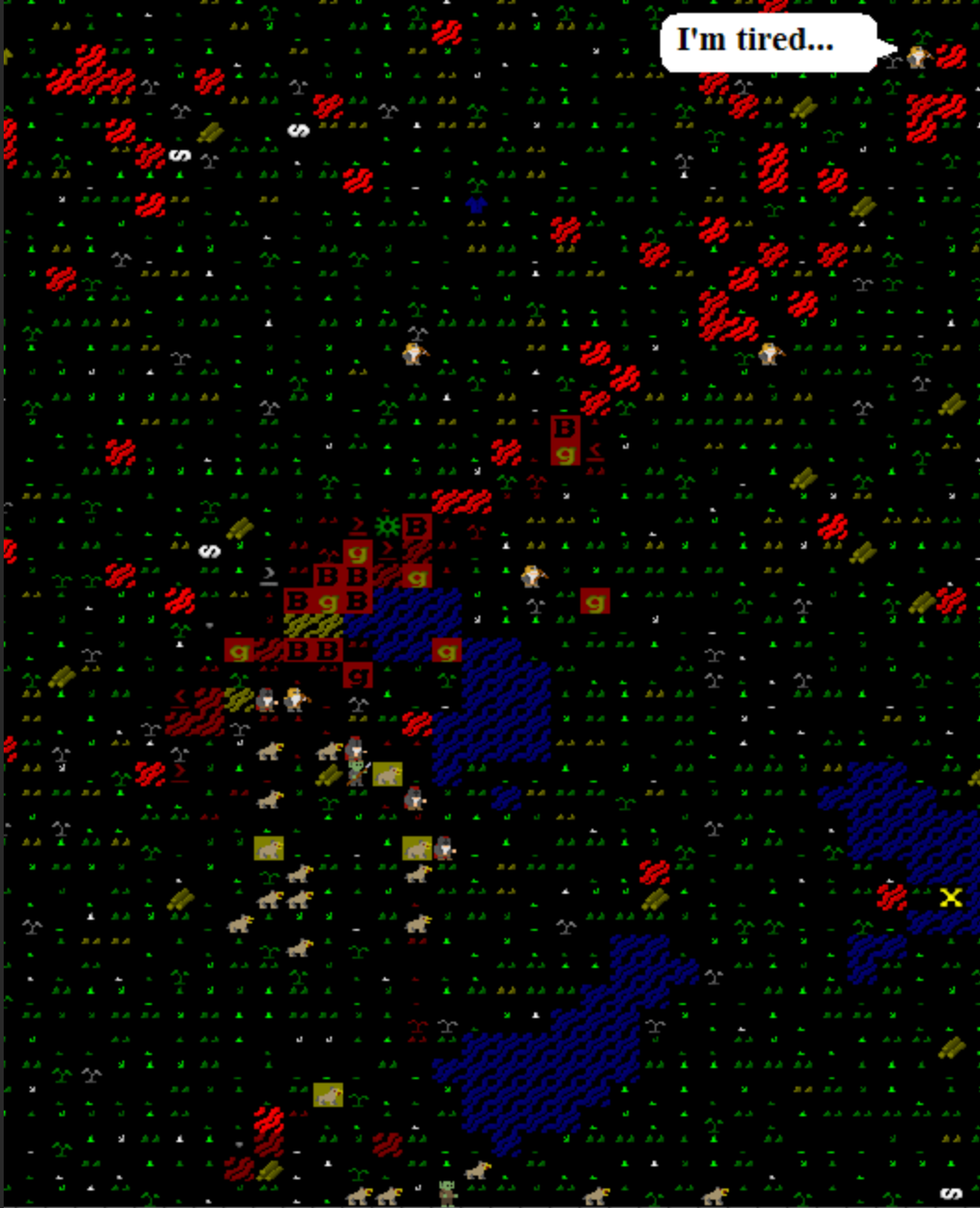
Another season, another siege.

I like this guards name, Utes Smatters-a-lot. Yes, yes he does.

This siege is the largest by far. And I only have 15 military dwarves on duty and not drinking. Still, I like my chances.

Christes and Tradanbattlan grabbed hold of each others hands as their squadmates grabbed their gear and hurried to their positions out on the field of battle. The two dwarves stood staring into each others eyes without speaking. Words were not needed. This was a moment the two shared together each time they went into battle. Quickly, however, that moment was cut short, and the two warriors marched to their potential deaths on Armok's grim chessboard.

Lord Lego and Captain Jack's squads' charge first, as always.



But whats this? After killing one of the three southern goblin squads the marksdwarves retire, all following Lord Lego off the field!



Captain Jack is left to fight off a swarm of goblins yet again. From the very center of the writhing mass of green flesh and pouring blood, the captain's axe swung wild yet true. Many goblins fell, but more kept coming.

On the eastern side of the fortress, the first wave of goblins is repelled by 4 mighty axedwarf champions. Another three or four waves remain, however, and the four dwarves have no back up. The next wave is approaching in the east as Captain Jack and his men are surrounded in the west.

Just when things couldnt get any worse, the Queen goes insane...

Urist Sibrekkezat Amugrobek. Queen has been possessed!

Will the Queen throw herself in the river when she cant find any turtle shell or pig tail thread? Does Blockedlance deserve to exist without the Queen? Will Captain Jack survive? Will Lord Lego be thrown in the arena for insolence?

Find out next time as the Legend of the Foggy Barb continues...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 07, 2009, 07:53:45 am**

Jack! Don't worry, if you die you'll just revive! Oh, wait. That was that show, wasn't it?

So glad that you returned to this. It is awesome!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **March 07, 2009, 08:00:38 am**

Lord Lego? Wait, that's in Libash Tobat. I'm LegoLord in this one.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 07, 2009, 11:12:20 am**

Oh dear.
I suppose things would have gone a wee bit better if Christes and I had been there...
guilt guilt guilt

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 07, 2009, 04:07:59 pm**

Quote from: LegoLord on March 07, 2009, 08:00:38 am
Lord Lego? Wait, that's in Libash Tobat. I'm LegoLord in this one.

I was just nicknaming you that for story purposes, you and Jackrabbit are the squadleaders. I thought it would sound cooler and more dwarfy if Queen Urist had a Lord and a Captain doing her bidding. :P

But I dont have to if you dont want me to, I still have the dwarves named Jackrabbit and Legolord in game.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 07, 2009, 04:09:35 pm**

Quote from: Tradanbattlan on March 07, 2009, 11:12:20 am
Oh dear.
I suppose things would have gone a wee bit better if Christes and I had been there...
guilt guilt guilt

You guys were there, you just followed Legolord off somewhere in the middle of battle. But you guys came back...Ill post the update in a minute...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 07, 2009, 04:22:11 pm**

Captain Jack fought the remaining goblins off the field. After such a gruesome battle, in which he entered a trancelike state, it was upsetting to have no more goblins to kill. To the east, the four legendary axedwarves repelled yet another wave of goblins, this time with the help of some marksdwarves who had come back from getting hammered.

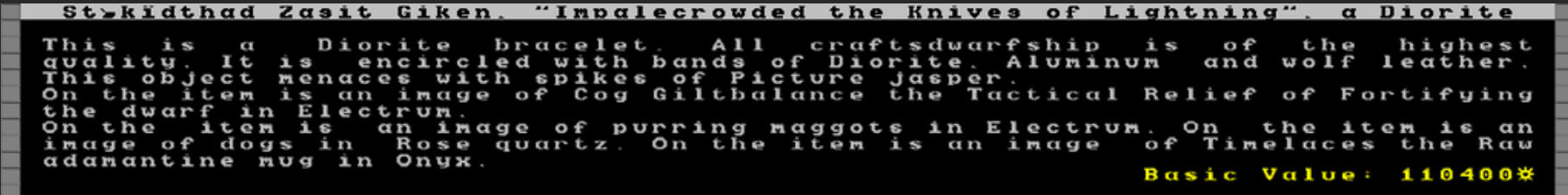
Captain Jack decided to march his squad northwest, to cut off the last goblin squad as it raced west to get around Blockedlance's outer palisade. The marksdwarves under the command of the Lord of Legos returned from their ADD inspired break and followed Captain Jack's squad to meet the goblin foe.

By this time however, the goblins were in full retreat. Jackrabbit and Legolord pursued the last goblin squad at full speed, managing to kill a few before they escaped. One of them however was a goblin local leader. Christes did the honors...



Captain Jack wiped the blood off his axe, which had been fed five more goblins this day. Tradanbattlan congratulated his lover on her physical prowess and the killing of a goblin leader. In turn, she congratulated him for his two kills.

As the battle ended, Queen Urist emerged with her newly created artifact!



Behold Impaledcrowded, the Knives of Lightning, the diorite bracelet!!!

On this item Urist carved a gruesome scene of old Queen Cog crawling through maggot infested dog corpses, reaching for Urist's adamantine mug that floated above her and out of reach, shining like the holy grail.

Ahhh...it was a fine bracelet indeed.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 07, 2009, 04:42:44 pm**

Yes, it is a...
uh... mighty fine bracelet indeed...
:-\

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 07, 2009, 05:32:54 pm**

Quote from: Tradanbattlan on March 07, 2009, 04:42:44 pm
Yes, it is a...
uh... mighty fine bracelet indeed...
:-\

Yeah I was hoping for an adamantine axe or some armor or something...but it was not to be. But hey, the fortress already has an artifact sword with a demon on it. I thought Urist putting Queen Cog on it was a nice touch...and somehow it reminded me of when Queen Cog first showed up and had to go through the main corridor full of dead war dogs.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 07, 2009, 05:58:50 pm**

Artifact axe? Hmmm. I already have an adamantine axe though, right? Also, 5 kills! Suck it, suicidal goblins!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **LegoLord** on **March 07, 2009, 06:28:52 pm**

Quote from: MrGimp on March 07, 2009, 04:07:59 pm
Quote from: LegoLord on March 07, 2009, 08:00:38 am
Lord Lego? Wait, that's in Libash Tobat. I'm LegoLord in this one.
I was just nicknaming you that for story purposes, you and Jackrabbit are the squadleaders. I thought it would sound cooler and more dwarfy if Queen Urist had a Lord and a Captain doing her bidding. :P
But I dont have to if you dont want me to, I still have the dwarves named Jackrabbit and Legolord in game.
Ah, I see. Please continue as you have been (good idea there)



Stupifying our plan is this seasons idiot, who happened to incorrectly install the steel floodgate despite the area designated to be flooded also being restricted.

I have half a mind to drown the moron, and get on with Project Moat, but I have to go back in there and open up a channel anyways, so I guess I have to save him....

sigh



A caravan from the mountainhomes came, but was quickly ambushed by a goblin horde. Four legendary champions just happened to be nearby, but the caravan lost a wagon and a donkey, and was forced to retreat off the map before the goblins could be eradicated.

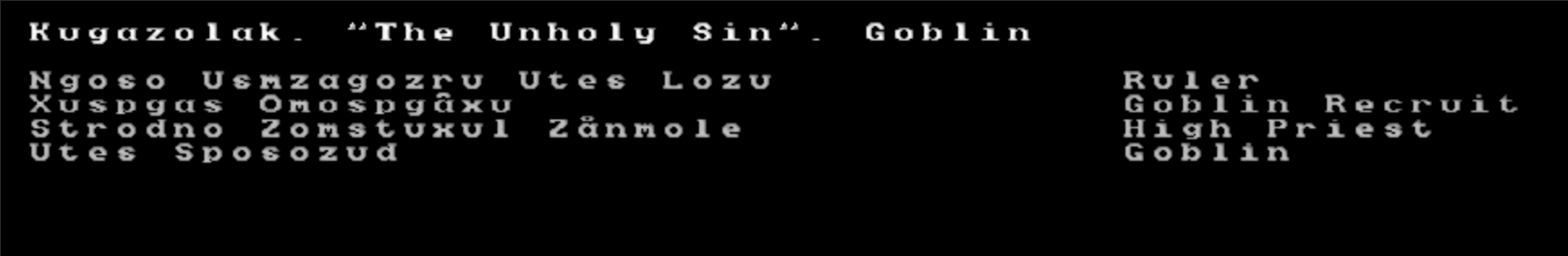
On the other side of the map, Captain Jack and Lord Lego were defending the incomplete Temple of Ber Steelearthen from another horde of goblins. Lord Lego charged headlong into battle in a berserk range!

'LegoLord' Nobrovod Egonzakgol Milol. Elite Marksdwarf has entered a martial trance!

He fired bolt after bolt, ripping through beak dog flesh and sending the riders flying. Before they could get up, a bolt tore through their armor. If they survived that, there was always the Captain's axe to deal with.

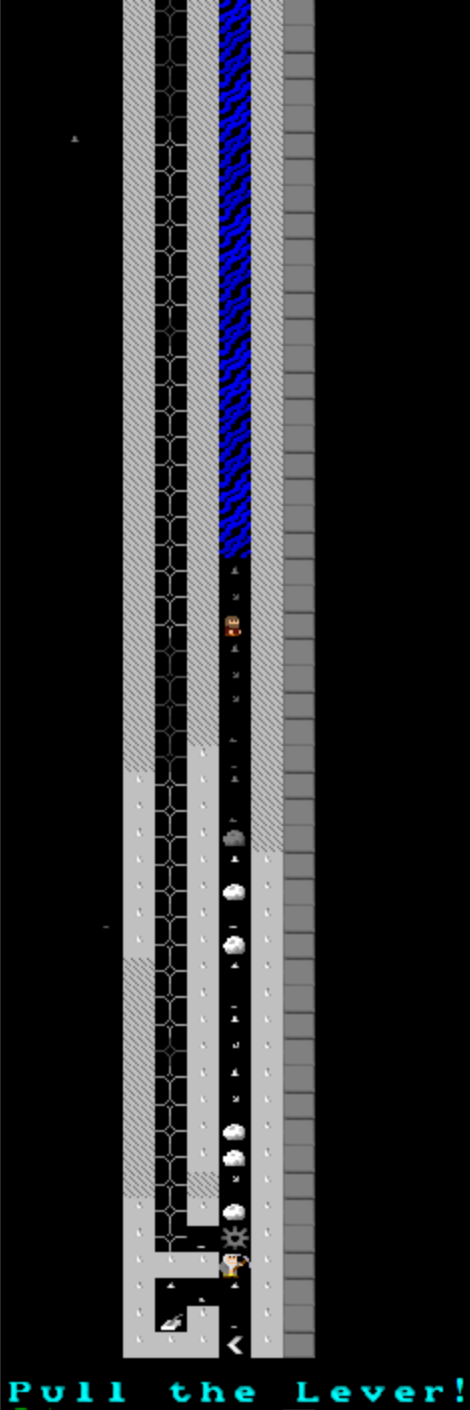


When the battle was over Captain Jack fell to the ground, gasping for air. He tore off his helmet and lay in the sun. He took great joy in the slaughter.



The goblins of the Unholy Sin have lost another local leader this day. Their civilization stands on the brink of ruin. I suspect their warrior-king will come riding over the hill some day soon, in a last ditch attempt to save his kingdom.

This picture was taken nearing the completion of Project Moat. I think it sums up dwarf fortress rather nicely, dont you?



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Zulaf** on **March 08, 2009, 01:52:01 am**

I think you forgot one thing, the hoard of cats following him around choking the cpu and slowing him down enough to get him stuck in the overflowing tunnel.
But other than that pretty much spot on.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 08, 2009, 03:46:42 pm**

I noticed that in the Caravan's slaughter, one puddle of blood looks like a cross.
This ☼Thread☼ has lots of coincidences.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **short_dwarf** on **March 08, 2009, 04:09:35 pm**

Quote from: Tradanbattlan on March 08, 2009, 03:46:42 pm
I noticed that in the Caravan's slaughter, one puddle of blood looks like a cross.
This ☼Thread☼ has lots of coincidences.

I'm pretty sure that's sand...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 08, 2009, 04:51:57 pm**

Well I was just guessing. I dont use a tileset.



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 08, 2009, 06:07:01 pm**

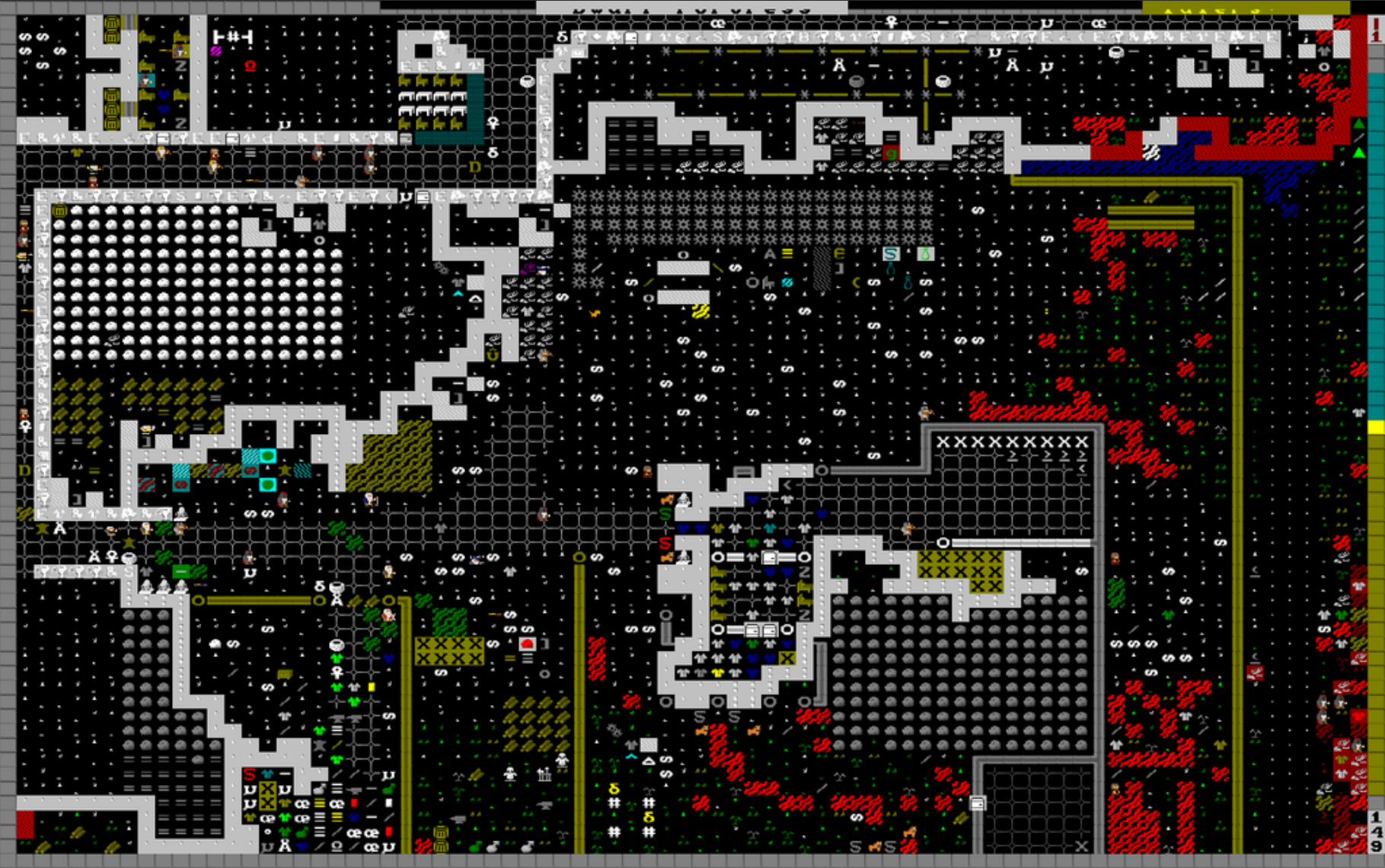
Quote from: Jackrabbit on March 07, 2009, 05:58:50 pm
Artifact axe? Hmmmmm. I already have an adamantine axe though, right? Also, 5 kills! Suck it, suicidal goblins!

Yeah. This is your axe...



Made by the same dwarf that made the artifact demon sword.

Notice the borg-like way the constructed walls are overtaking the natural walls in the barracks. We are dwarf. Resistance is futile.



In late autumn we turned the pumps on and started filling up the moat. It was less a defensive structure and more of a dwarfy thing to do. Also, it moved water around the fort so that it could be used in other dwarfy projects.

Here is a list of the current megaprojects to be completed before the end of the story and their current status...

- 1 - Project Moat (Complete)
- 2 - Temple to Ber Steelearthen (Begun)
- 3 - Noble River Cave (Begun)
- 4 - Dwarven Valhalla
- 5 - Other temples?
- 6 - Something for an Adventurer
- 7 - The Tomb of Urist

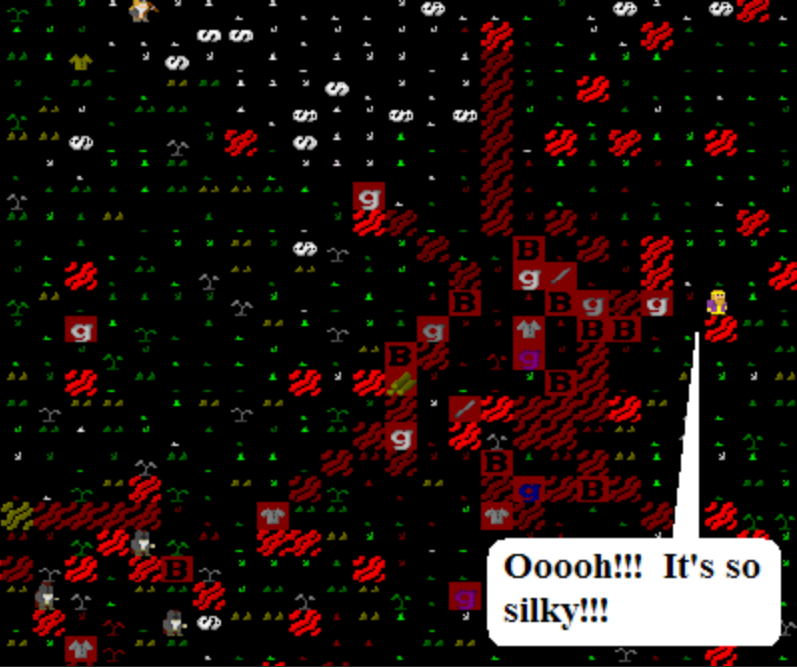
Temple for the trade god.

TRADE FOR THE TRADE GOD!

Winter of 218 concluded with yet another siege. You can watch the goblins get hacked to pieces as they try to run away here...

<http://mkv25.net/dfma/movie-1156-fight> (<http://mkv25.net/dfma/movie-1156-fight>)

After the battle, the Duchess ran out into the gore to get the goblins' precious spider silk.



[Quote from: Org on March 08, 2009, 06:30:33 pm](#)

Temple for the trade god.

TRADE FOR THE TRADE GOD!

Actually, the Temple to Ber Steelearthen IS our trade temple. Ber Steelearthen is the god of jewels and sparkly things. Under the temple is our trade depot. It's our only trade depot now, I demolished the other one. But the pet owner rehab is under the temple, too, as well as some things I'm still putting in... *evil laughter*

Everything that dies under the temple is a sacrifice to Ber Steelearthen. So far I've sacrificed a couple dozen pets and several dozen elves, goblins, and pack animals.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Org** on **March 08, 2009, 06:42:35 pm**

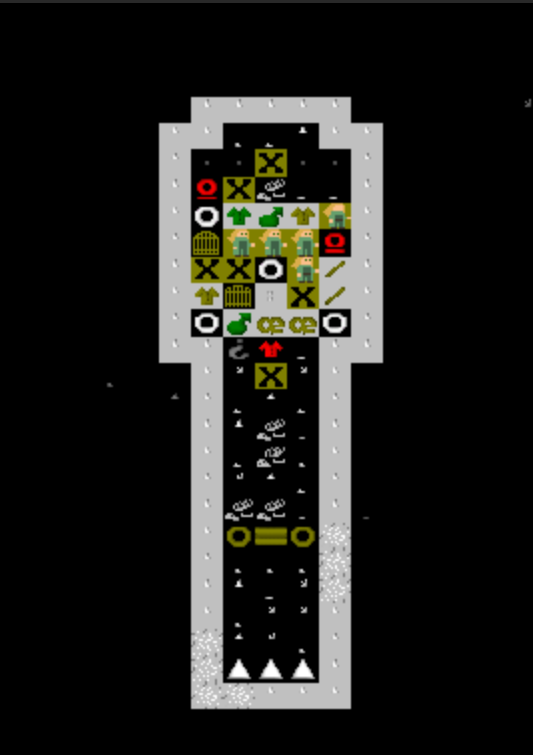
nice.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 08, 2009, 06:57:12 pm**

Spring 219

Metropolis RifotkŪbuk. "Blockedlance"					1st Granite. 219. Early Spring				
Animals		Kitchen		Stone	Stocks		Prices	Currency	Justice
Created Wealth:		3732638*		Population:		228			
Weapons:		196443*		Miners		10		Champions	
Armor and Garb:		290676*		Woodworkers		6		Axe Lords	
Furniture:		224159*		Stoneworkers		1		Swordsdwarves	
Other Objects:		1809449*		Rangers		1		Swordmasters	
Architecture:		824064*		Metalsmiths		5		Macedwarves	
Displayed:		274916*		Jewelers		3		Mace Lords	
Held/Worn:		312931*		Craftsdwarves		9		Hammerdwarves	
Imported Wealth:		1021787*		Nobles/Admins		7		Hammer Lords	
Exported Wealth:		87508*		Peasants		6		Speardwarves	
				Children		62		Spearmasters	
Food Stores:		7907		Fishery Workers		6		Marksdwarves	
Meat		17		Farmers		48		Elite Mrksdwrve	
Fish		1		Engineers		6		Wrestlers	
Plant		389		Trained Animals		A None		Elite Wrestlers	
		Other		Other Animals		A 27		Recruits	

WAAAAAAAYYYYYYY too many kids now. Something must surely be done about them soon. Theyre not as easy a problem to deal with as pets...until they become peasants of course, and then they can be tossed away even easier.



More elves came to Rifotkubuk this season. Again they were trapped and forced to fight each other to death. The winner faced Captain Jack's squad. And lost.

Queen Urist has ordered the expansion of the floor above the trade depot, to allow marksdwarves to take joy in the slaughter of elves.

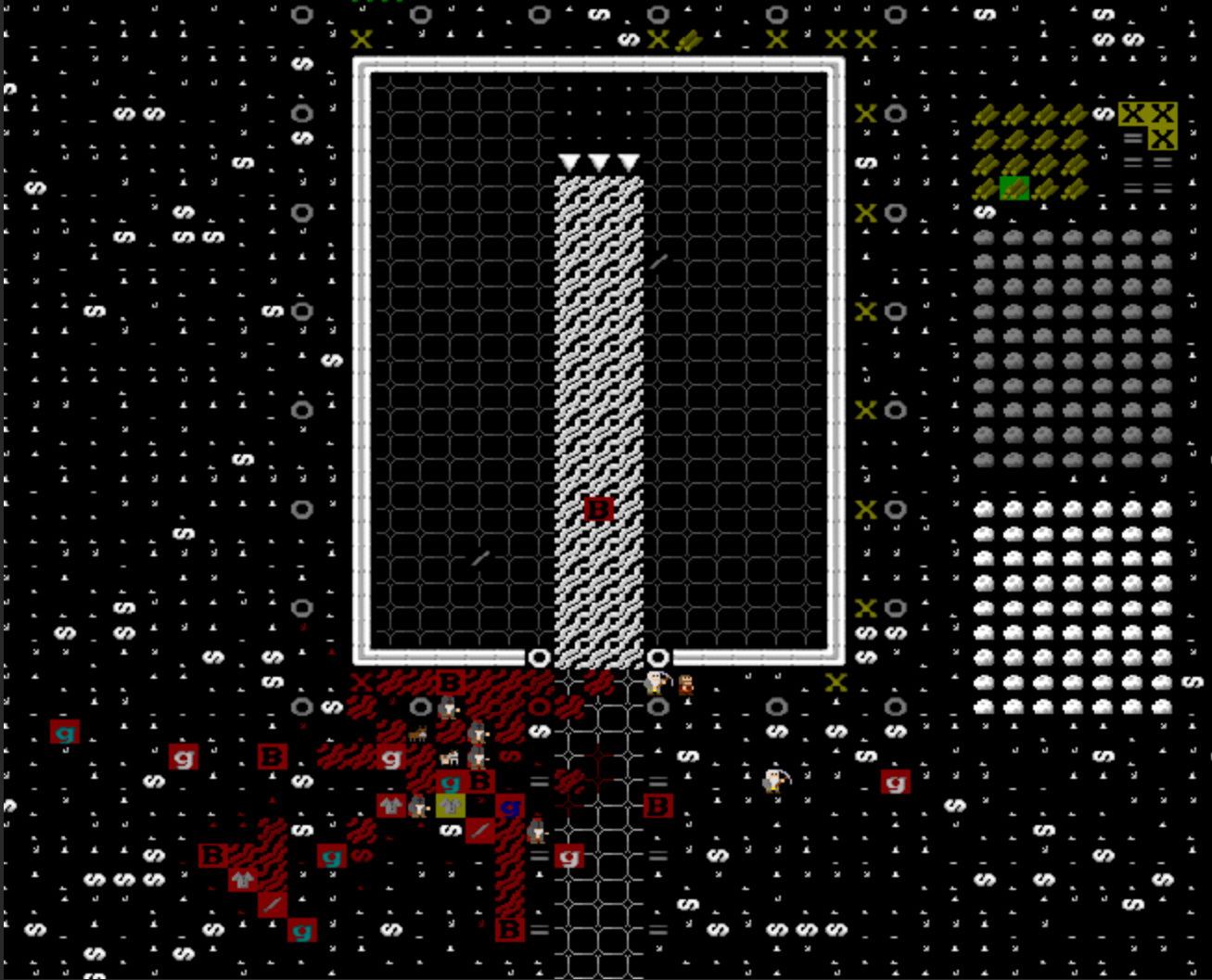
Obok NishurrYth. Tax Collector has drowned.

The tax collector had been stricken by melancholy without an economy to manage and money to steal from the workers. He threw himself into the river. His body washed down the waterfall and came to rest under Urists bedroom, at the bottom of the river. Urist was delighted to know their would always be a dead tax collector below her as she slept at night. Blockedlance was becoming quite the cozy home.

The only real threat was the mayor. Urist was shocked by the growing strength of what she called the House of Erib. The old mayor - the one who was legendary and was married to a legendary, and had two legendary child prodigies - now had his eldest son elected to the mayoralship. Queen Urist was losing her monopoly on power.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 08, 2009, 07:00:55 pm**

Summer begins with a goblin siege. Here is the Temple, bathing in blood.



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Org** on **March 08, 2009, 07:36:20 pm**

How do you trap enemies/elves underground?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 08, 2009, 09:52:37 pm**

Quote from: Org on March 08, 2009, 07:36:20 pm
How do you trap enemies/elves underground?

I've just been building walls behind em after they get in there and unload. I have plans to add a retracting bridge over the ramp though.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 09, 2009, 02:32:42 am**

Zon Taronustuth. Peasant has been elected mayor.
Reg Rightholok. Peasant's mandate has ended.

Summer ends with the election of the old mayors sister. That's THREE members of the same family in a row! This House of Erib worshippers is a threat. Erib is the God of metals, and so is an ally of Ber Steelearthen in the mythology of the Ageless Matched Lashes. But no threat to Urist's power could be an ally in truth. Urist detested the House of Erib, but they were too powerful to move against just yet.

Relationships of the Hammerer Bomrek inalurvad	
Osram	Deity
Zulaf Artobathel, Champion	Long-term Acquaintance

Zulaf and the Hammerer are becoming friends. I guess that happens after you've been trapped in a dungeon for a long time. The Hammerer gets bouts of misery and unhappiness quite often, but Zulaf is never less than content, even when rotting corpses litter the cave. It seems young Zulaf is wearing the Hammerer down with psychological torture.

In other news, theres a lot of vomit in the courtyard...



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 09, 2009, 02:46:57 am**

So in the fall there is another siege, and a warrior gets knocked into the moat. I panic because I havent even started my Dwarven Valhalla Cave. But it turned out to be some non-forum dwarf so then I didnt care as much (at all?).

But she was still legendary, She was Ingish the Coastal King...wait...that cant be right....King? Shes a she, not a he. Anyways....here

she is...drowning.



So since theres no chance to save her I check her kills. Shes one I definitely want in my Valhalla Cave. Only on active combat duty for two years, and 18 notable kills!



Shes only dabbling in swimming...and she JUST picked that up. She would have to stay alive and swim halfway across the map, then through my water tunnels and out into the Noble's River Cave to survive. No way. She cant do it. Right?



I guess that's why they call her the Coastal King(Queen?) of Wars!

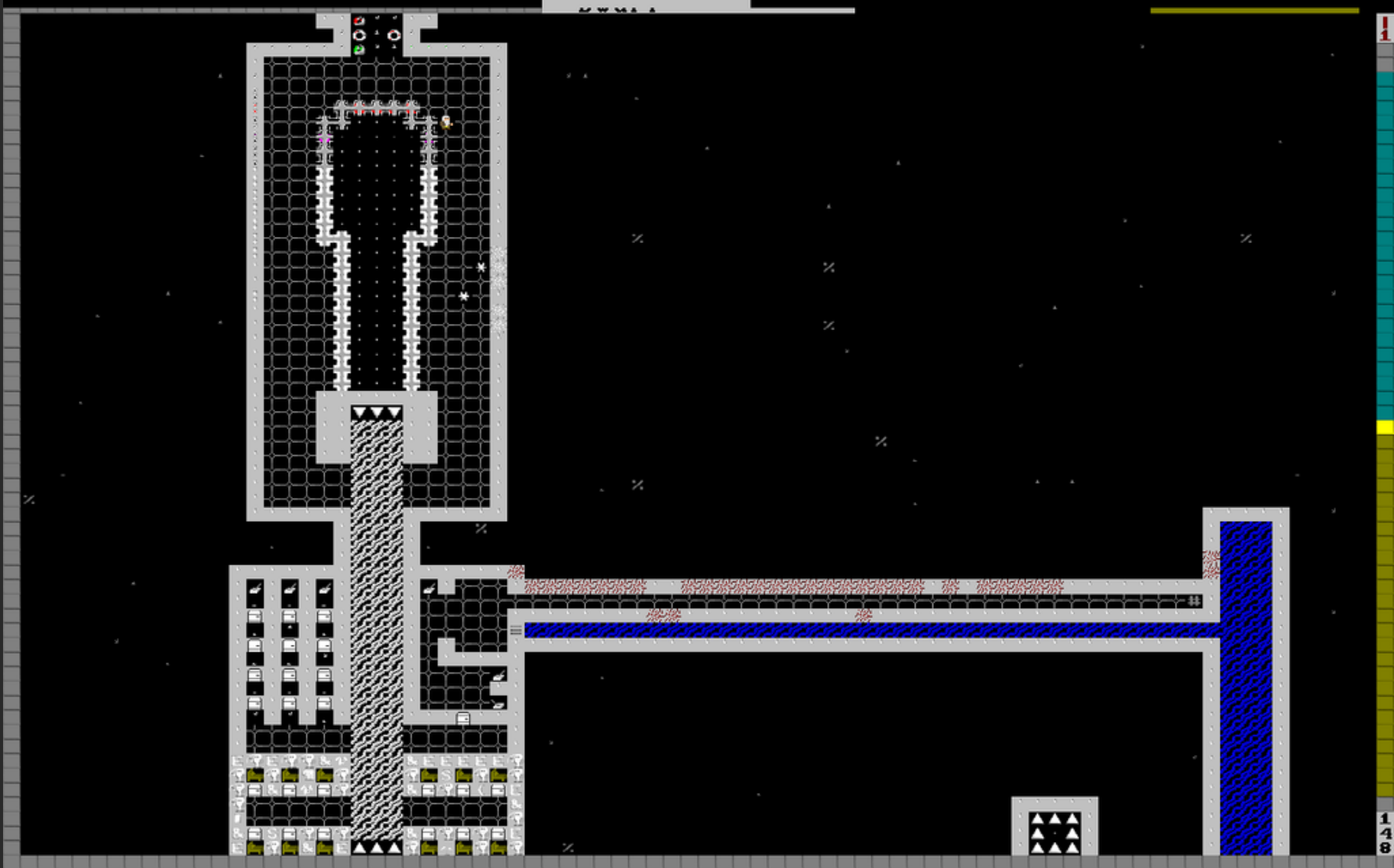
Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 09, 2009, 04:06:57 am**

Just goes to show you that even dwarves can't tell their own genders apart.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **short_dwarf** on **March 09, 2009, 08:34:56 am**

Those dwarves are legendary for a reason

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 09, 2009, 09:39:52 pm**

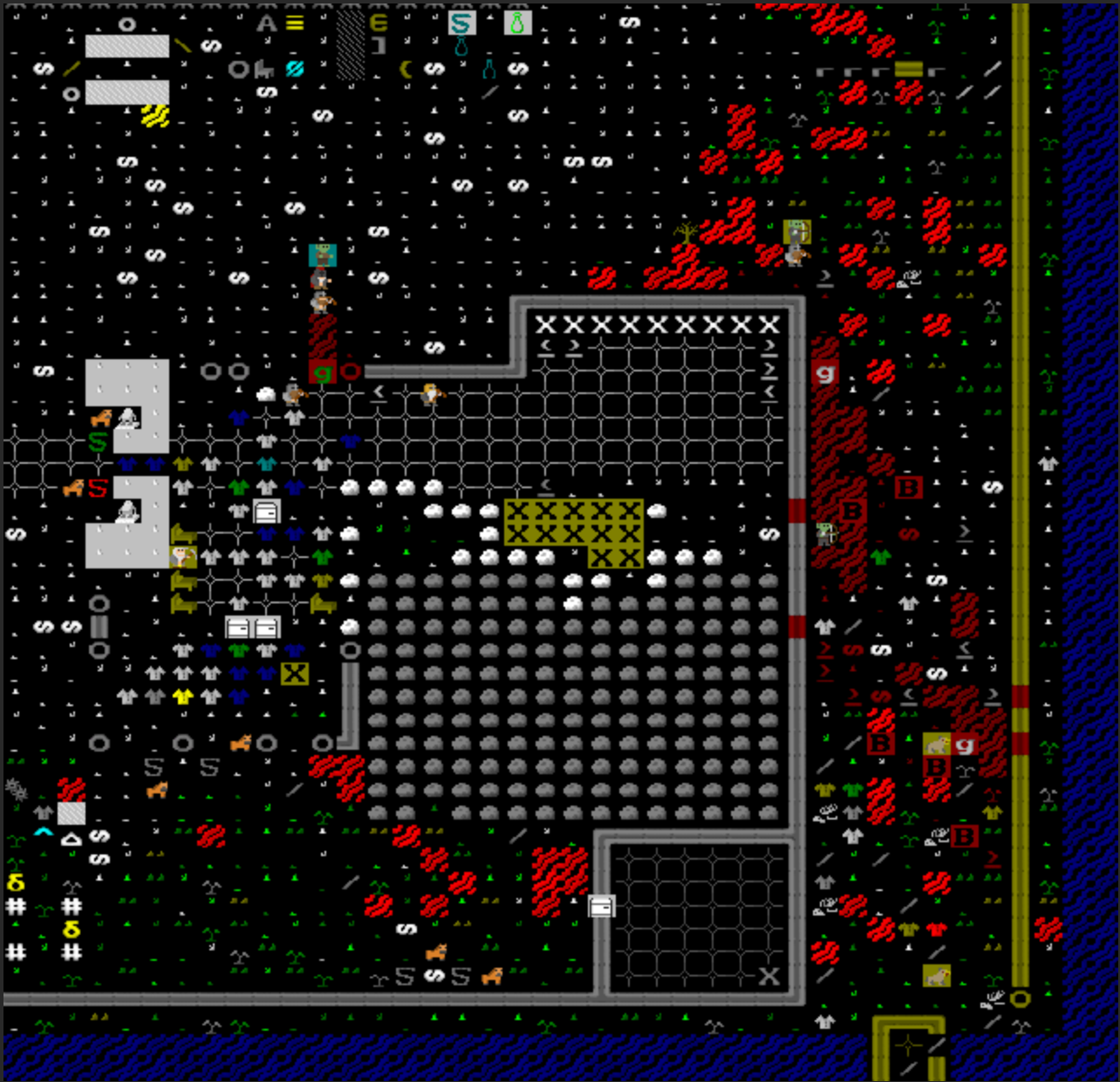


Progress is made upon the temple's lower levels. There is the new ~~drowning~~ baptismal chamber. It will also function as a partial draining mechanism for the fortress moat...another one will have to be constructed as well. We're moving the farms deeper underground this seasons too.

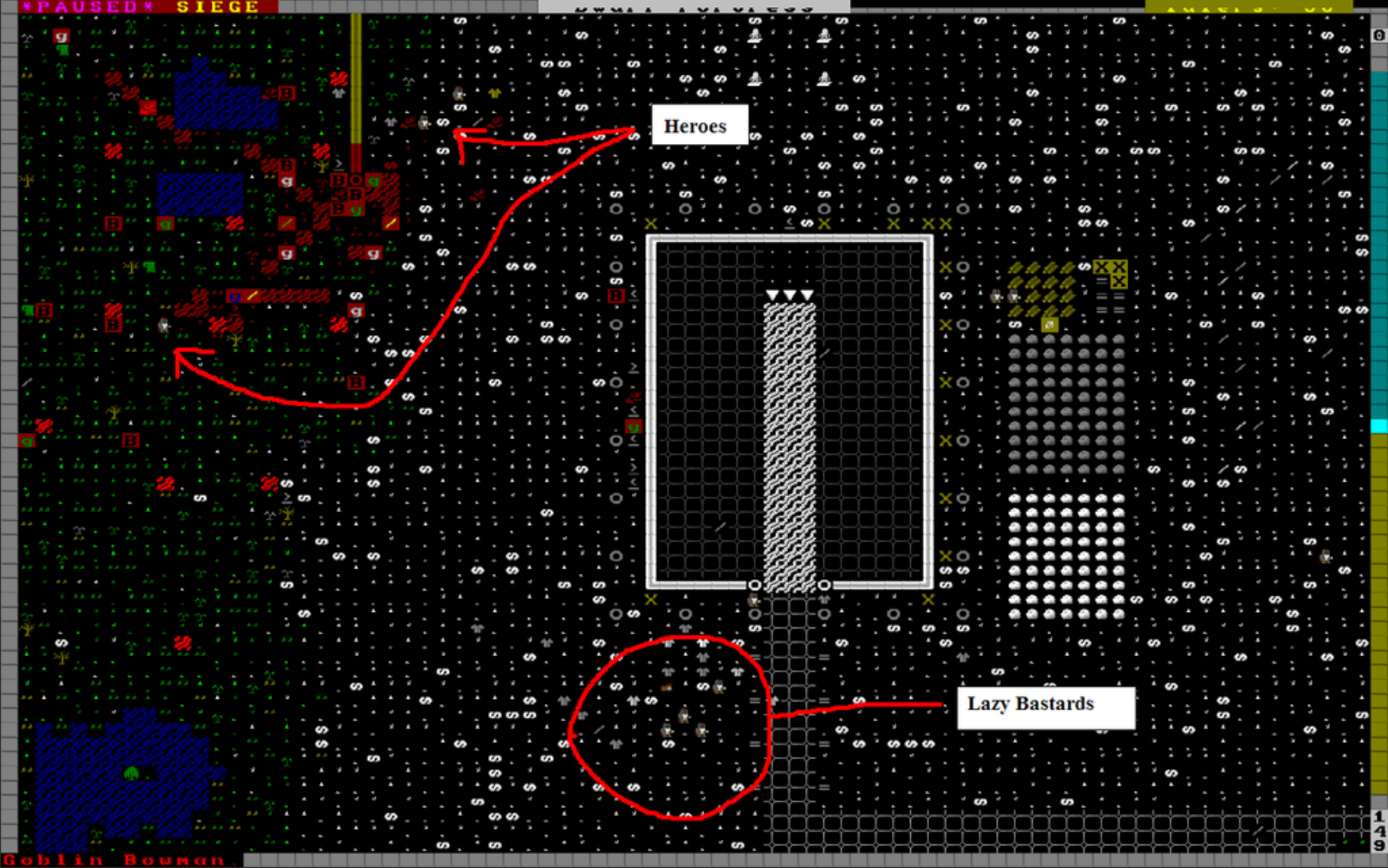
Theres another siege this season, of course. However, this time both Captain Jack and Lord Lego are missing and presumed drunk. Christes and Tradanbatllan are missing and presumed horny.

It is up to the four legendary dwarves under Captain Tekkud (Ingish the Coastal King is in his squad) to fend off the goblin hordes from the temple. Tekkud leads his squad west, leaving the eastern passage in the capable hands of the marksdwarves....

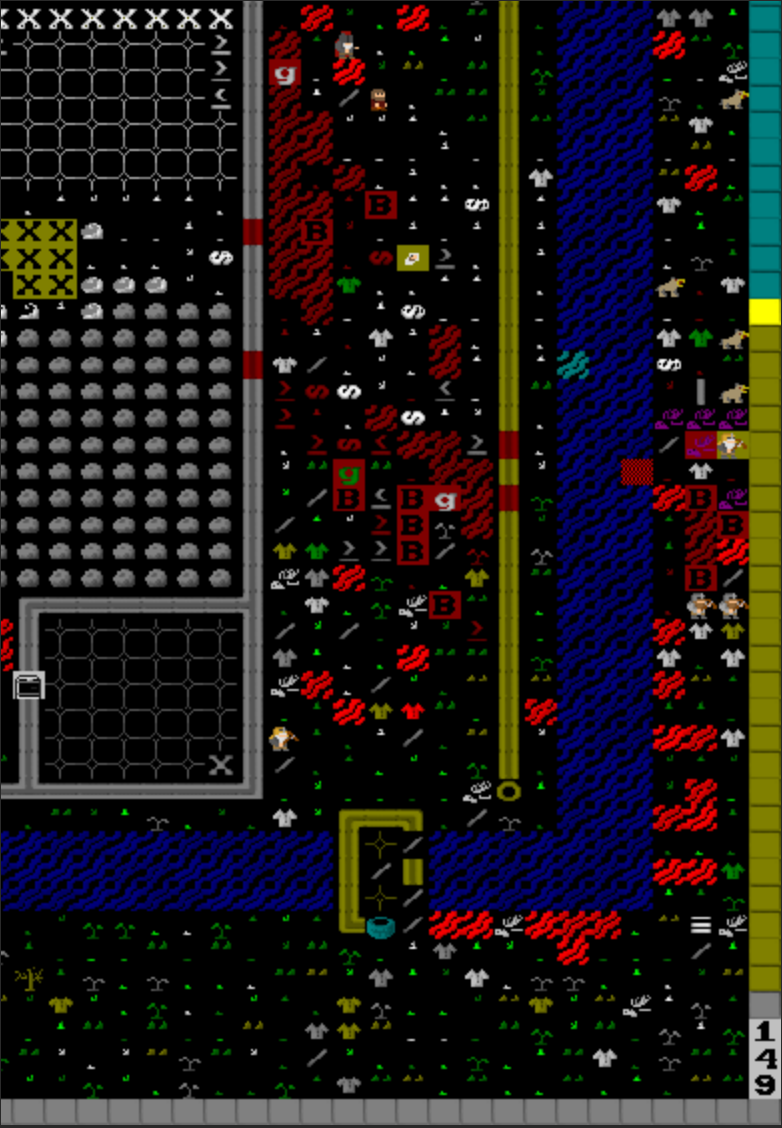
The marksdwarves however, allow quite a few goblins into the center of the fortress...where I tell the training marksdwarves and axedwarves to get back on duty and defend the mountain home!



Tekkud's squad slaughters the goblin squad in the west. Jackrabbit showed up just in time to remark "We missed it? We missed the battle? Hey Im not as think as you drunk I am!!! Leave me alone!"



But the battle wasnt over. I had told everyone to reassemble inside the fortress defenses, but some marksdwarves were adamant about getting those silk socks...



They paid for the silky smoothness with their lives.

```
Olon Zagodineth. Marksdwarf has been struck down.
Stinthad Rirmebzuth. Elite Marksdwarf cancels Pickup Equipment:
Interrupted by Beak Dog.
Stinthad Rirmebzuth. Elite Marksdwarf has entered a martial trance!
Zaneg Kircerol. Elite Marksdwarf cancels Pickup Equipment: Interrupted by
Beak Dog.
Stinthad Rirmebzuth. Elite Marksdwarf has left the martial trance.
Hafol Midoralath. Marksdwarf cancels Pickup Equipment: Interrupted by
Beak Dog.
Stinthad Rirmebzuth. Elite Marksdwarf has bled to death.
```




A Beak Dog fell in a pool and didnt drown. What? He kept interrupting people who went near him trying to get silk socks and caps. Lord Lego summoned his squad. Christes did the honors by putting the mut down.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 10, 2009, 01:43:32 pm**

Here is Blockedlance's first level 8 days before Spring of 220. Notice the massive quantities of vomit that trail from the center of the fort out around almost its entire perimeter. I have just come up with something awesome I could do to 'solve' the courtyard vomit 'problem' but it will end up being yet another mega project and will slow down the others. But I have to! Doubt it will work though. Ill have to visit the wiki. Ill let you in on the awesomeness when the idea is fully formulated.



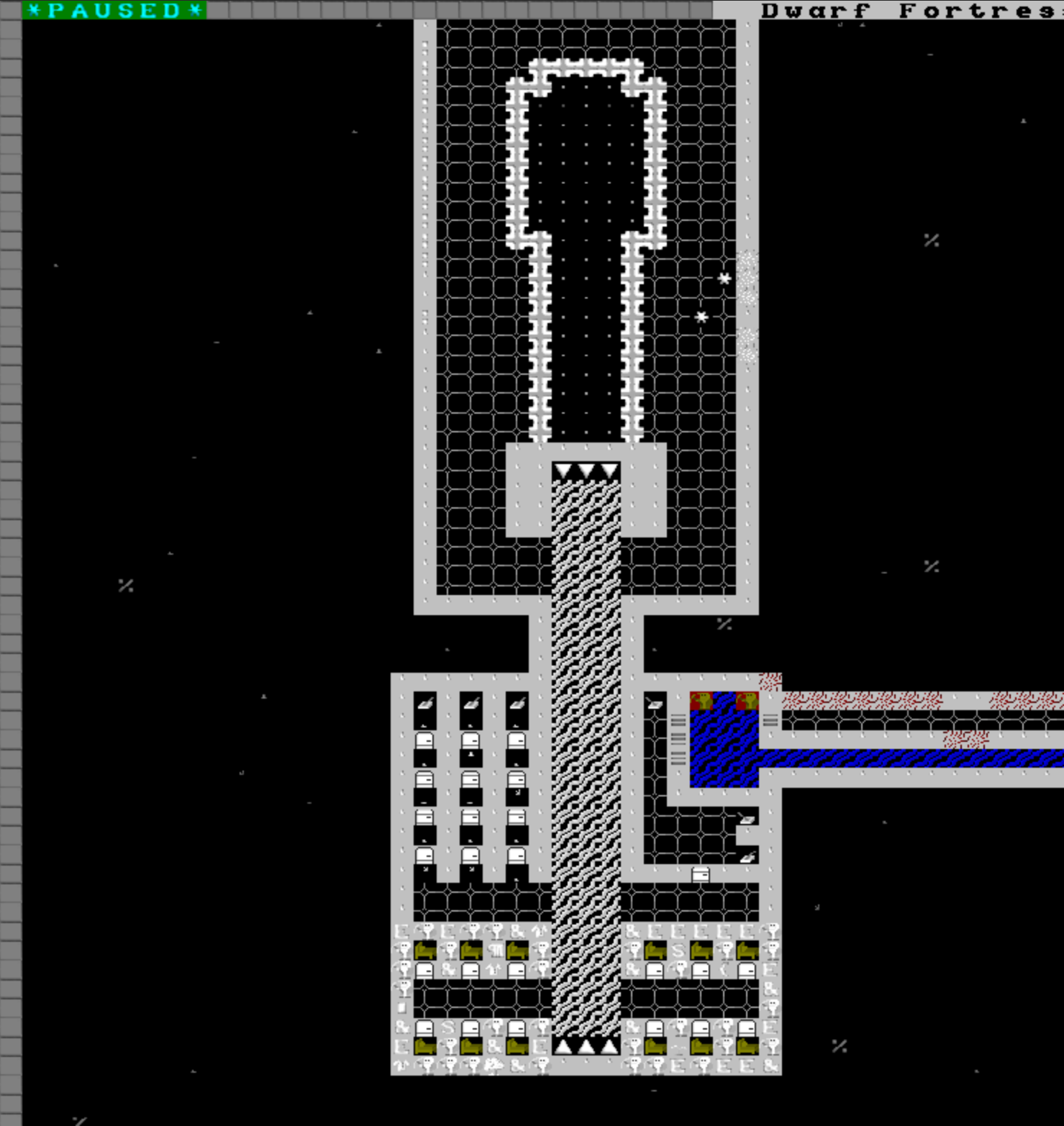
Anyways, I tried to upload blockedlance to the map archive, but it told me the file was too big. Even trimming it down to two or three levels didnt work! It said I have too high a percentage of unique tiles, and this causes low compression. It cant be my tileset can it? Ive seen MASSIVE foretresses on the map archive with tilesets in use. I dont understand why dinky little Blockedlance wont go up. Anyone have any ideas?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 10, 2009, 03:35:18 pm**

Chapter #6 - Goodbye Sanity



Hear Ye Hear Ye! Queen Urist Salvedangers the Foggy Barbs doth incite due litigation, in fervant accordance with the new law, that all members of the peasantry that doth not worship unto the Steel-Earthen shall hereby promptly report to the Temple's baptismal chamber for conversion!



Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 10, 2009, 05:30:53 pm**

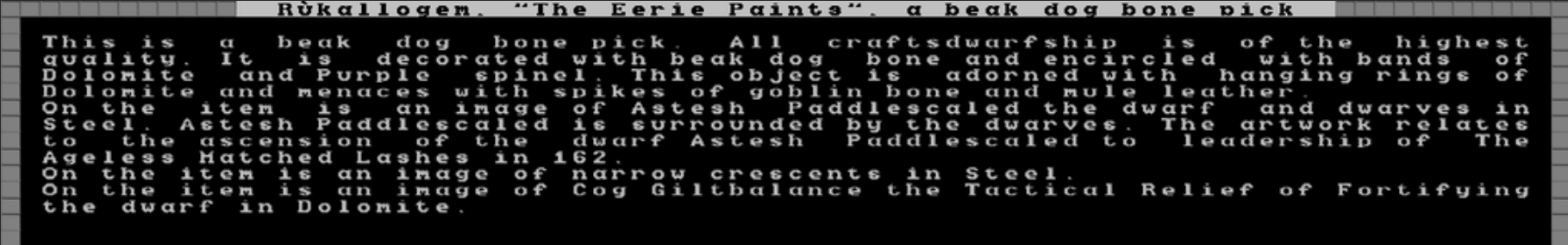
Hurray!
Being horny obviously is more important than fighting to save our home.

Title: **Re: Urist Salvedangery Barbs**
Post by: **MrGimp** on **March 10, 2009, 11:27:05 pm**

Metropolis Rifotkübuk. "Blockedlance"				1st Granite. 220. Early Spring		
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
Created Wealth:	3863540*		Population:	233		
Weapons:	332403*		Miners	 10	Champions	 36
Armor and Garb:	287927*		Woodworkers	 6	Axe Lords	 None
Furniture:	231999*		Stoneworkers	 1	Swordedwarves	 None
Other Objects:	1765521*		Rangers	 1	Swordmasters	 None
Architecture:	644807*		Metalsmiths	 5	Macedwarves	 None
Displayed:	264800*		Jewelers	 3	Mace Lords	 None
Held/Worn:	316083*		Craftsdwarves	 10	Hammerdwarves	 None
Imported Wealth:	1206037*		Nobles/Admins	 6	Hammer Lords	 None
Exported Wealth:	87508*		Peasants	 6	Speardwarves	 None
			Children	 68	Spearmasters	 None
			Fishery Workers	 5	Marksdwarves	 12
Food Stores:	8410		Farmers	 50	Elite Mrksdwrvs	 8
Meat	9	Seeds	Engineers	 6	Wrestlers	 None
Fish	1	Drink	Trained Animals	 A None	Elite Wrestlers	 None
Plant	231	Other	Other Animals	 A 30	Recruits	 None

The shock went through Blockedlance like a silent wave. Everyone felt it, none were immune to the creeping sense of anxiety about the new Temples use as a sacrificial altar to Ber Steelearthen. It wasnt even half finished, and it had already exacted such a terrible price upon the dwarves who labored under Queen Urist. The first two peasants were told to go in for conversion. The devoutly religious among the lower class were indignant, but going along with a conversion to a new god in public did not mean they had to do so in private. So the two peasants went in, and when they came out, two new burial tasks were entered into the Mayors ledger.

Another peasant had to be forced in kicking and screaming. The dwarf who pushed him in, a legendary bone carver, was also locked in accidentally. But since he didnt worship Ber Steelearthen, he deserved death, too, and the lever was pulled anyways. Plus the artifact he made had a crummy picture of crummy Queen Cog on it. The bastard!

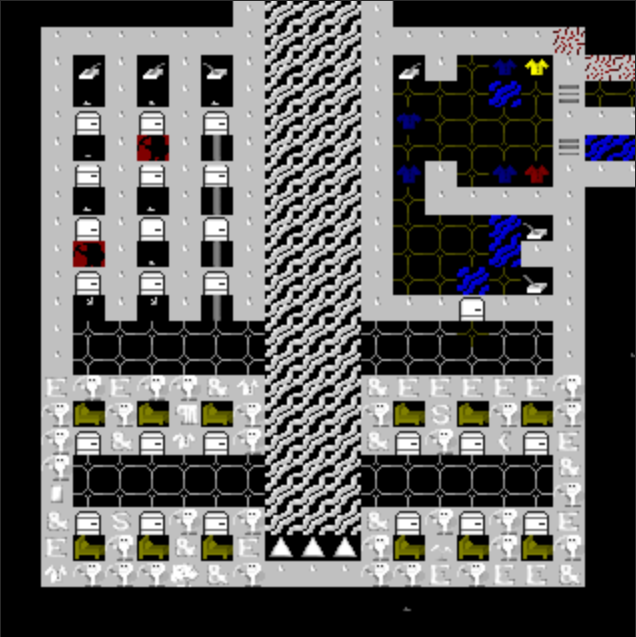


It was then that the panic truly set in, for if even a legendary could be killed for not worshipping Ber Steelearthen, then ANY dwarf could be killed. But for now the order had strictly said that only *peasants* need worship Ber Steelearthen or die. The Eribite mayor won exclusion for him and his family from this law. Urist quietly seethed with rage at the House of Erib.

Seeking more ways to bring down the masses of slobbering mouth breathers to something of a more controllable number, Urist then ordered mothers who did not worship Ber Steelearthen into the Pet Owner Rehabilitation Booth.

The results were.....unspeakable....

Obök Likotengash. Child has been impaled on spikes.



Koeth Shuthrazurist. Child has bled to death
Udil Kibunib. Baby has been impaled on spikes

The dwarves were horrified...but Urist knew who was smiling; Ber. Ber Steelearthen was smelling the miasmic cloud of fragrant baby death, and it was good. Child sacrifice had been common among the ancient dwarves of Sil Gomath.....the weakened ways of civilization and the nobility ruined everything!

They had brought their gods Erib and Nunur, held them up as the greatest of the gods, and relegated Ber Steelearthen to the role of some minor deity. No! Urist would sacrifice their children to Ber in revenge for the eons of unsatisfied hunger for dwarf blood....and with this new strength, Ber Steelearthen would rise to sit at the head of the Gods' table in the Heavenly Halls! In return for her loyalty, perhaps Ber Steelearthen would grant Urist immortality, and maybe even Godhood itself!

Moohoouahahahahahahaaaaa!!!!!!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 11, 2009, 02:25:26 am**

Many had died, but the fortress was large. Far too large for Urist to control. Already a noble House was springing up from the fertile soil of the wealthy Blockedlance. Another large family also drew Queen Urist's attention, as they worshipped Erib as well. The Eribite incursion would definitely need to be stopped.

The serfs were on high alert after the child sacrifices in the Temple. Thob Whipcolor, the Trader, explained to everyone that this was the way the gods had always been worshipped, and that it had only been forgotten recently. He promised that the strength of the departeds' souls' would come back in the form of rich soil, bountiful booze, beautiful women, and lots of giant cave spider silk. When he promised them giant cave spider silk they didnt mind the dead babies and children so much.

Queen Urist however, remained squirrelled away. She had begun writing in her journal, because she could no longer trust anyone. But now she could no longer trust having her thoughts laying about in a book for anyone to read. She had taken to talking to herself. Little bits here and there at first...but eventually it consumed her private time.

One day, as she paced about her palace, she heard a low deep voice....it's power gripped her.

"Chosen One...."

Urist froze.

"....You have awoken me from eons of slumber...."

Urist's heart beat nearly out of her chest. She put her hands on her head and tried to shake the voice out...but it refused to leave.

"You know me as Ber Steelearthern...."

"My God....I serve only you!"

"Though my Temple is not yet finished it is no matter....you have performed the child sacrifice necessary to invoke my consciousness back into the realm of existence.....but only faintly...."

"My lord....what must I do???" asked Urist frantically.

"You must bathe the temple in blood! Do not stop killing!!! I shall need to devour as many souls as I can to rebuild my strength, Urist! Can you do this for me? Can you breed peasants like cattle and feed their souls to me?"

"My Lord....you have revealed yourself to me at last! I cannot deny you anything!!!"

"Good....go now.....there are still sixty children in your great moutain. Feed me their delicious youthful blood!"

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 11, 2009, 02:42:25 am**

ewwwwwwwwww. Pedo god.

Is the military exempt?

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 11, 2009, 04:12:53 am**

Oh dear god.

This trope (<http://tvtropes.org/pmwiki/pmwiki.php/Main/InfantImmortality>) has been thoroughly violated.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 11, 2009, 04:38:10 am**

I believe the term is averted. Horribly, horribly averted.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 11, 2009, 02:10:55 pm**

I know, but averted doesn't do it justice

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 11, 2009, 02:32:53 pm**

Child Sacrifice Haiku

Insanity grows
Your babies will all die now
Tantrum all you want

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 11, 2009, 05:06:51 pm**

Letter to Queen Urist
From the Children

'Dear Queen, you are being a poopie head. You killed my older brother. You killed my friend. You killed my cousin. YOUKILLEDMY-'

The rest of the letter was torn off in a struggle for life.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 12, 2009, 12:01:37 am**

Captain Jack approached the Queens doors. The guards eyeballed him suspiciously. He felt threatened by the Queen's guards, though technically he outranked them.

"Uh, yes I'd like to speak with the Queen," said Jackrabbit at last.

The guards said nothing, they simply looked at each other, then one of them slowly opened the door. The guards motioned him inside. In the grand foyer, filled with gold statues and detailed engravings, Captain Jack found the philosopher, the Wise dwarf Asmel, pacing back and forth.

"Uh, hello wise sage."

"Oh....you're one of the squad leaders arent you?" Jack nodded. Asmel then asked, "What brings you to this unholy place?"

Unholy?, Jack thought to himelf. "Uhhh....I actually just wanted to speak with the Queen."

Asmel's face went pale. "You'll have to be in the same room with her to ask her something....are you sure you want to do that? She's quite mad."

"Damnit! I dont have time for this! I simply wish to ask a question!"

"Bah! Then go, if you're so brave! Ha! It's easy to have courage when one doesn't understand the danger he faces!"

With that cryptic remark, the Philosopher shuffled off, mumbling under his breath. Captain Jack proceeded into the throne room.

The hall was dark...only two torches were lit at the far end of the room. In the pool of light, Urist sat on her Platinum throne, watching Jack intently as he came in.

"Ahhhh....one of my favored minions!" remarked the Queen.

Captain Jack smiled awkwardly. "It's good to know that I have not lost your favor, my Queen"

"Oh no...I will always favor those who would die for me. But why are you here?"

"Well your majesty...I *would* die for you....I will fight my hardest against your enemies and I will shed my blood if need be....but let that be decided on the field of battle....not some temple altar! I am a warrior, my queen! I beg you....when I die, let it be with honor!!!"

There was silence for a minute. Urist cracked a smile. At last she spoke. "I kill only those who oppose me or who are useless to me. You have a use to me still, and I know you cannot oppose me....who would you turn to Jack? Would you turn to the Duchess? Ha! She will have you beaten to death for serving me!"



"Your majesty I wish to serve only you! Regardless of death or beating! I simply wish to die like a dwarf, not some sacrificed animal!"

The Queen nodded, as if there was never a thought in her mind to the contrary. "You are the Brutal Square of Problems. You are not a slobbering peasant. When the dust settles and I have remade Dwarven society, it will be the seed of dwarves like you that grows in the rich soil. Now go...back to your guard duties. Make sure the peasants learn to heel. I am depending upon you, Captain Jack."

"Yes your majesty...thank you your majesty....of course your majesty," and with that, Jack bowed several times and then left the room.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 12, 2009, 12:23:15 am**

Good to know. We will lead the revolution! also, *six* hammerstrikes? For violation of an order I had no way of fulfilling? Bitch needs to die, and it needn't be quick.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 12, 2009, 04:45:43 pm**

Quote from: Jackrabbit on March 12, 2009, 12:23:15 am
Good to know. We will lead the revolution! also, *six* hammerstrikes? For violation of an order I had no way of fulfilling? Bitch needs to die, and it needn't be quick.

You should die a happy, horny dwarf like Christes and I

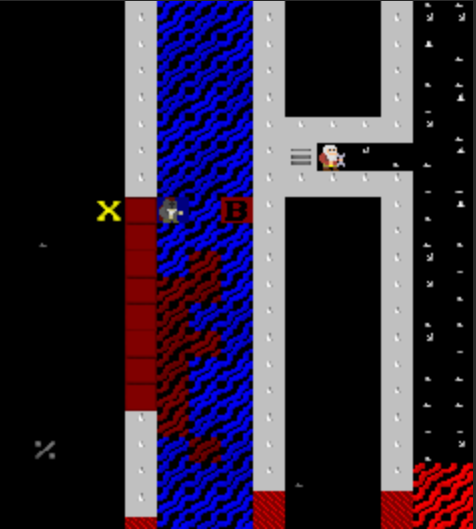
Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 12, 2009, 09:56:06 pm**



So I modded my kobolds to be auquatic, with the intent that they would sneak into my fortress through the water tunnels. I could have grated my tunnels to block them...but still, I thought it would be cool to try out. It didnt work too well. When the koblod gets spotted he wants to run off the map, but theres no way off the map...except through the fortress I guess...but they never try to go that route. They just freeze there and then I send some marksdwarves in.

I tried taking away [FLEEQUICK] but that didnt help. Oh well...so much for aqua-kobolds.

Speaking of water....another dwarf fell into our moat during the last siege.



You wont believe it though....he is the lover of Ingish the Coastal King!!!



This guy doesnt prove as adept a swimmer...or as smart. He just freezes there and finally drowns. I dont care if youre legendary...if you dont fight for your life then good riddance.



The Hammerer tantrums but never goes ape shit enough to bring on Zulaf's axe. Since I have nothing to throw in the arena right now, it doesnt really matter....but Id still like them to hurry this deathmatch up. Its been a couple years.



I keep getting the death trap message every season. I dont understand it? Whats so wrong with Blockedlance that it's a death trap?



I mean....just because we trap people and sometimes they die. Big deal. Doesnt make us a death trap. We're a lovely home.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 12, 2009, 10:21:32 pm**

Possibly the mutilated babies? Just a though.. No! I *love* the mutilited babies! No, don't throw me in the conversion chamber, no noooooooooo-" *sploosh*

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 12, 2009, 11:05:35 pm**



Funny story about that planter. She was locked in there with a kid and a baby. Then she died and the kid dies, but the baby lived!

```
Olin Megiddomas. "Olin Slidguilde". Baby
Olin Megiddomas has been miserable lately. She has lost a father to
tragedy recently. She has lost a sibling to tragedy recently. She has lost a
mother to tragedy recently. She has witnessed death.
```

That baby lived a short and miserable ecistence before dying of starvation. I cant wait to have Urist engrave the temple with gruesome ass shit of withering babies and drowning peasants.

Also, on the other side of the fortress, the babies father is trapped with two other kids who then start dropping. A corpse even winds up in the guys bed! Hahaha...I made him sleep with his kids corpse! Take that you digital virtualization! Im infinitely superior to you!!!



Anyways, he was a wounded marksdwarf who then died of no water because his door accidentally jammed. Oops.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 12, 2009, 11:12:43 pm**

Winter comes with an awesome siege. The goblins manage to surprise a legendary miner and a furnace operator while they are on the outside of the walls sifting through goblin shit.

Half the troops are off drinking as usual. I send Jackrabbit's squad to the west, but there are 3 or 4 squads of bowmen. One of the guys in Jackrabbit's squad actually died! Can you fucking believe it? Then a couple marksdwarves go down in the east.

Five dwarves went down in rapid succession.

```
Dwarf Fortress
Rakust Olilducim. Furnace Operator has been struck down.
Sigun Kuletildom. Miner has been shot and killed.
Mosus Cogteshkad has become a Miner.
Thob Unolsazir. Champion is more experienced.
Ducim Bisallibash Ugoshtosed Riril. Champion has entered a martial
trance!
Höru! Nokgollogen Rilemsholid Bāsen. Champion has entered a martial
trance!
Zuntir Ikuddeg81. Child cancels Sleep: Forbidden area.
Edem Astisèrith. Marksdwarf has entered a martial trance!
Ducim Bisallibash Ugoshtosed Riril. Champion has left the martial trance.
Edem Astisèrith. Markedwarf cancels Pickup Equipment: Interrupted by Beak
Dog.
Edem Astisèrith. Marksdwarf has been shot and killed.
Höru! Miesosalāth. Markedwarf cancels Pickup Equipment: Resting injury.
Monom Lrmezum Ushilker. Champion has bled to death.
Höru! Miesosalāth. Marksdwarf cancels Rest: Interrupted by Beak Dog.
Dakost Inethkivish ābirgonggash. Champion has entered a martial trance!
Höru! Nokgollogen Rilemsholid Bāsen. Champion has left the martial
trance.
Höru! Miesosalāth. Markedwarf has been shot and killed.
```

A sixth dwarf, an elite marksdwarf, got his throat torn out by a goblin arrow shortly after the other deaths and stumbled around before collapsing in a pool of his own blood.

Yeah, it sure has been *fun* here at Blockedlance this past year.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 12, 2009, 11:26:31 pm**

Did Jack have a touching moment, where he ripped the bow-goblin to shreds and carried his fallen comrade in a fireman's lift back to the fortress, where he promptly dropped the corpse down the nearest hole?

If not, dammit Jack! You suck at touchy moments!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 12, 2009, 11:35:26 pm**

Quote from: Jackrabbit on March 12, 2009, 11:26:31 pm
Did Jack have a touching moment, where he ripped the bow-goblin to shreds and carried his fallen comrade in a fireman's lift back to the fortress, where he promptly dropped the corpse down the nearest hole?

Nah...actually....you left halfway through the battle to fill your waterskin. It was actually a good thing....you mightve gotten pierced several times. That was a very ranged-heavy siege.

Title: **Re: Urist Salvedangeers the Foggy Barbs**
Post by: **Jackrabbit** on **March 12, 2009, 11:39:37 pm**

Dwarven survival instincts at work.

"Charge the heavily armed and armored enemy! They may have deadly ranged weapons, but we have spirit! Now, go! I, on the other hand, want a drink. Bye!"

PlinkPlinkPlinkPlinkPlinkPlink
AAAAAAAAAAAAAAAAAAAAAAAAAARGH!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 12, 2009, 11:50:51 pm**

Im starting to see a few red flashing down arrows when I roam around the map. I really like how miserable the dwarves are becoming.

Im losing a lot of marksdwarves though. Oh well...I have PLENTY of axelord champions.

If anyone wants one theyre still available.

About 35-40 dwarves have died this year. So grab a dwarf now before the rest die.

Im aiming to bring the population down to between 100-150. But a tantrum spiral might bring me below even that.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MC Dirty** on **March 13, 2009, 03:17:25 pm**

Quote from: MrGimp on March 12, 2009, 11:50:51 pm
I really like how miserable the dwarves are becoming.

You are a horrible, horrible person. That means: A true DF player! ;D

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 13, 2009, 04:13:18 pm**

Magical guessing powers activate!
I was...
With Christes...
Nowhere to be found...
Stroking the marvelous beard of my companion...

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Christes** on **March 13, 2009, 04:45:08 pm**

Queen Urist:

The dwarven Pol Pot.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 13, 2009, 10:57:03 pm**

Tradanbattlan's heart beat quickly as he walked down the long corridor towards the Queen's Palace. When he got close, the guards recognized him, and opened the door for the expected arrival of the marksdwarf.

He crept in, and with halting steps made his way through the foyer. Once in the mad Queen's dark hall, terror gripped him. He managed only a few small steps into the giant throne room before he stopped. Looking ahead, he could see the Queen's beady eyes upon him.

"You summoned me, your majesty?"

"Yes." Urist spoke solemnly. "Come closer."

Tradanbattlan wiped the sweat from his brow, and then inched closer. It was then that he noticed that the Queen held the fort's artifact demon sword in her hand. As he neared, she rose from her throne, and stepped towards the marksdwarf.

"On your knees." That was the cold command from the Queen. Tradanbattlan sensed that his time was coming to an end. His life flashed before his eyes, and he thought of all the things he would never do again. A sense of acceptance came over him, and slowly, he kneeled down before the Queen one last time.

Tradanbattlan bowed his head as Urist raised the sword, and then....

Spoiler (click to show/hide)
...she lightly tapped the sword once upon each shoulder, and then spoke.

"Now rise as Lord Tradan, commander of my newest squad of marksdwarves and defender of the mountain home!"

Tradanbattlan's heart rate calmed somewhat. He slowly stood up. An awkward smile came over his face. "Yes your majesty! Thank you your majesty!"

"Your beloved Christes will stay with you of course. Lord Lego will retain command of his squad, some soap makers will fill your place. Now leave, your peasant stink is making me nauseous."

"Yes, your majesty." Lord Tradan bowed and then left, thanking the Gods above him.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 13, 2009, 11:09:50 pm**

You're just conspiring with Tradanbattlan so you can make double entendres. Right on!

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 13, 2009, 11:11:05 pm**

Quote from: MrGimp on March 13, 2009, 10:57:03 pm

Tradanbattlan's heart beat quickly as he walked down the long corridor towards the Queen's Palace. When he got close, the guards recognized him, and opened the door for the expected arrival of the marksdwarf.

He crept in, and with halting steps made his way through the foyer. Once in the mad Queen's dark hall, terror gripped him. He managed only a few small steps into the giant throne room before he stopped. Looking ahead, he could see the Queen's beady eyes upon him.

"You summoned me, your majesty?"

"Yes." Urist spoke solemnly. "Come closer."

Tradanbattlan wiped the sweat from his brow, and then inched closer. It was then that he noticed that the Queen held the fort's artifact demon sword in her hand. As he neared, she rose from her throne, and stepped towards the marksdwarf.

"On your knees." That was the cold command from the Queen. Tradanbattlan sensed that his time was coming to an end. His life flashed before his eyes, and he thought of all the things he would never do again. A sense of acceptance came over him, and slowly, he kneeled down before the Queen one last time.

Tradanbattlan bowed his head as Urist raised the sword, and then....

Spoiler (click to show/hide)
...she lightly tapped the sword once upon each shoulder, and then spoke.

"Now rise as Lord Tradan, commander of my newest squad of marksdwarves and defender of the mountain home!"

Tradanbattlan's heart rate calmed somewhat. He slowly stood up. An awkward smile came over his face. "Yes your majesty! Thank you your majesty!"

"Your beloved Christes will stay with you of course. Lord Lego will retain command of his squad, some soap makers will fill your place. Now leave, your peasant stink is making me nauseous."

"Yes, your majesty." Lord Tradan bowed and then left, thanking the Gods above him.

Above me? I was probably on top of the world, chillin with the bros up there

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 13, 2009, 11:14:05 pm**

Spring of 221.

Metropolis Rifotkûbuk. "Blockedlance"				1st Granite. 221. Early Spring			
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice	
Created Wealth:		4111621*	Population:		199	Champions	
Weapons:		336122*	Miners		9	Axedwarves	37
Armor and Garb:		328133*	Woodworkers		6	Axe Lords	None
Furniture:		242151*	Stoneworkers		1	Swordsdwarves	None
Other Objects:		1836206*	Rangers		1	Swordmasters	None
Architecture:		676823*	Metalsmiths		4	Hacedwarves	None
Displayed:		311645*	Jewelers		3	Hace Lords	None
Held/Worn:		382741*	Craftsdwarves		10	Hammerdwarves	None
Imported Wealth:		1665576*	Nobles/Admins		6	Hammer Lords	None
Exported Wealth:		130559*	Peasants		None	Speardwarves	None
Food Stores:		6119	Children		58	Spearmasters	None
Meat	2	Seeds	Fishery Workers		4	Marksdwarves	4
Fish	1	Drink	Farmers		44	Elite Mrkedurvs	8
Plant	None	Other	Engineers		6	Wrestlers	None
			Trained Animals	A	None	Elite Wrestlers	None
			Other Animals	A	27	Recruits	None

We broke back below pop 200 for the first time in a good while. Plus theres about half as many animals as before, and most are chained up or caged. The FPS already is noticably improved...but it could still be better...and that means more dwarves must die!!!!

A couple children from the House of Erib died. Neither of them were intentional either (honest!). One child got a mood and couldnt find shell so she went nutters and had to be locked up. Then she died. Then the other kid from the House of Erib got caught outside in a siege if Im remembering correctly.

It would change the story if this family loses its hold on power...fortunately, Ive been killing most of the other large families...so they arent faring any better. Hopefully the balance remains in favor of one of the two big Erib worshipping families.

Relationships of the Tax Collector Bomrek Siknugrith	
Erib	Deity

In mid-spring the ballsiest mother fucker alive shows up. I had begun to think I had finally scared them away...but here comes another tax collector! And this one worships Erib!!! Im gonna go out on a limb and guess that the Erib worshipping mayor invited this guy to come to our fort.

Oh well....tax collectors will just continue to pile up in our catacombs. Theyll be like rings on a tree.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 13, 2009, 11:29:53 pm**

"... and if you'll look on your left, we have this marvelous collection of Erib-worshipping dwarves."

"... b-but I worship Erib..."

And so the whole army pounced on him.
And he was thusly put in the collection.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 15, 2009, 09:43:57 pm**

There was no siege in spring or summer. The goblins' strength was obviously waning. The dwarves of Blockedlance could at least count *that* aas a blessing. The Queen was still murdering people of course, but now there was also a food shortage and booze shortage that stemmed from lack of plump helmet spawn. Apparently, that Erib worshipping Mayor misallocated the plump helmets, and now the fields are barren. Our people are eating dog tallow and drinking whatever the traders bring. Its amazing how much booze and food 200 dwarves can go through. When Urist had last checked the stocks, she had estimated there was enough there to last a thousand dwarves a thousand years. But after two seasons of neglect, it was nearly all gone.

In fact...from this shortage we have suffered one tremendous loss...Zulaf has died.



The prison cave that had once been so plentiful had also been drained just simply by the two captives. Soon after the Hammerer died of thirst as well. Now the terrible threat of an untamed Hammerer coming to Blockedlance has reared its ugly head.

This is not good.



The new tax collector has mandated coins. *sigh* When will these capitalist pig dogs relent and accept the communal credit system? This doesn't bode well for the future, and even though we are below 200 dwarves, no migrants dare make the journey here.



We do keep our spirits up here in these mountain halls. Why, the elf traders we locked in went crazy, and even when we opened the hatch back up to let the humans in, these nutty elves just kept stumbling around drooling and babbling! The human and dwarf merchants gathered and threw elf bones at them and called their mothers generously loving women. It was great fun!!



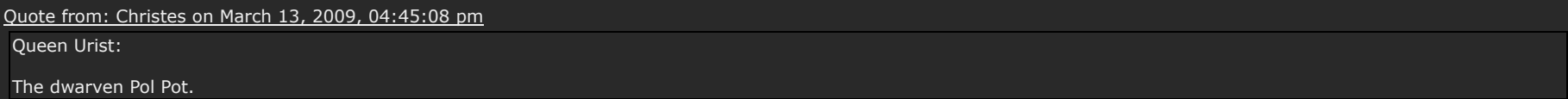
Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Tradanbattlan** on **March 15, 2009, 09:48:44 pm**

Too nervous?
TOO NERVOUS?
SOME MIGRANTS NEED TO GET SOME BALLS

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **Jackrabbit** on **March 15, 2009, 10:05:17 pm**

Then promptly have them ripped of. At blockedlance of course.

Title: **Re: Urist Salvedangers the Foggy Barbs**
Post by: **MrGimp** on **March 15, 2009, 11:51:20 pm**



After careful thought and deliberation (Meaning I drank some sewer brew and smoked some rat weed) I have decided to rename this thread.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 16, 2009, 12:03:47 am**

Urist brooded in her palace, muttering to herself. She was delighted with the quick pace of the recent Temple construction efforts.

"They fall all over themselves to please you now Ber!"

The room remained quiet. Ber Steelearthen had not chosen to reveal himself again. Perhaps more baby slaughter was needed?"

"Don't worry my Lord! There are more locked below your temple, starving to death! It is a miner and his baby, plus two children. I hope their souls are pleasant and delicious to you my lord!"



"And there is more as well, almighty Steelen-one!"



"I have caught a family of Erib cultists....not that mayors family just yet but another one. With them, including the peasants and planters I also tossed into the baptismal chamber, that is eight souls I offer you, in addition to the four down below.....and there is still even more to feast on my lord, because I have locked two wounded dwarves and the tax collector inside the monk's dormitories!"

Again there was silence.



But when the news was brought to the Queen that the dwarves had been baptized, she knew Ber Steelearthen was smiling upon her.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jarod Cain** on **March 16, 2009, 01:55:38 am**

I'm loving the story.
Can I still get one of the military dwarves?
Rename them Cain.
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **March 16, 2009, 10:23:36 am**

Can I request the most skilled mechanic you have available?
Name him Mogror Harbett, Engineer of Death.
Read the Dwarven Insane Asylum to find out about his backstory.
I think he'll like it here.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Akigagak** on **March 16, 2009, 10:45:50 am**

I'll take one of he many axedwarf champs.

Name:Akigagak.

When the spiral starts, the axedwarves shall have a lot of fun with 200 tantruming unbib worshipers

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Christes** on **March 16, 2009, 12:08:38 pm**

wow, it got renamed. haha

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Zulaf** on **March 16, 2009, 04:20:32 pm**



In unrelated news, three children (so far) have thrown themselves into the river after the loss of their parents. The stink is making the peasant's cave river garden smell even more foul than usual.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **mythmonster2** on **March 16, 2009, 05:49:35 pm**

If there are any that don't worship Erib, I'd like to take any miner, please. Great read. What shall Urist do next?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 19, 2009, 12:38:21 pm**

Quote from: mythmonster2 on March 16, 2009, 05:49:35 pm
If there are any that don't worship Erib, I'd like to take any miner, please. Great read. What shall Urist do next?

No miners worship Ber Steelearthen or Erib. I think the Erib miner just got killed in the temple. But I can give you a legendary miner training to be mason.

What do you want to name the dwarf?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 19, 2009, 12:56:02 pm**

So I havent had time to write an update or even play DF. School and work. Bleh.

But I wont forget about the story. Dont worry. There just might be busy weeks here and there. But then my DF OCD kicks in and I requisition time from such mundane tasks such as eating sleeping and drinking, and I play Blockedlance through 5-10 years.

But Ill tell you an interesting story in the meantime, just so you didnt waste time opening this thread :P.

I got three staples in my head last night. To make a long story short, I am a poor peasant dwarf renting a room in a house owned by some noble. Every now and again the noble mandates that some low life trash will come to live in our hovel. One of these said low lives was beating their kid. The child is 3. I overheard it on several occassions, mostly verbal abuse but when I heard a definite smack and a thud, and then the little girl crying hysterically, I stroked my bearded sack and grabbed my adamantine.....uhhhh....my adamantine fist....and I stormed down the hall and pounded on the dolomite....errrr....the birchen door. Well, after several very dwarven words with this damn elf of a woman, I told her that I dont break up families lightly, but that she was pushing it because what I was hearing was total bullshit.

She was telling her kid she was stupid and annoying and a brat. Ugh. Anyways, The woman starts crying and apologizing. Whatever. She calms down with the kid for a couple days so I wanted to let it blow over. But who was in my backyard waiting for me last night but her 6'4" 200+ pound husband, informing me that if I ever said anything to his wife again he would 'fuck me up'!

Well, overestimating the beard on my sack I promptly told him he could 'fuck that' and advised him to 'suck my dick'. He asked me to repeat that last phrase, so I did. 'Suck my dick'.

I was promptly hurled by the neck across the patio, landing on uneven cement slabs and big border stones around a planter. Cops came. Guy ran off into the alley long before they were there. Three staples in my head to close the gash.

Got sympathy from a hot nurse, though. ;D

Did not get a phone number. >:(

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Zulaf** on **March 19, 2009, 01:37:29 pm**

Next time bust his nee caps with a 2x4.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 19, 2009, 01:47:39 pm**

Quote from: Zulaf on March 19, 2009, 01:37:29 pm
Next time bust his nee caps with a 2x4.

Im only a dabbling 2-by-4-master. Plus my damblock wasnt nearly as high as this ex-con's.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Hawkfrost** on **March 19, 2009, 01:51:35 pm**

Quote from: MrGimp on March 19, 2009, 01:47:39 pm
Quote from: Zulaf on March 19, 2009, 01:37:29 pm
Next time bust his nee caps with a 2x4.
Im only a dabbling 2-by-4-master. Plus my damblock wasnt nearly as high as this ex-con's.

Use termite.
Everything is better with termite.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **mythmonster2** on **March 19, 2009, 04:18:18 pm**

Quote from: MrGimp on March 19, 2009, 12:38:21 pm
Quote from: mythmonster2 on March 16, 2009, 05:49:35 pm
If there are any that don't worship Erib, I'd like to take any miner, please. Great read. What shall Urist do next?
No miners worship Ber Steelearthen or Erib. I think the Erib miner just got killed in the temple. But I can give you a legendary miner training to be mason.
What do you want to name the dwarf?

Just name him "Myth", a little delusional, imagines he's a dragon of myth, hence the name.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 19, 2009, 04:58:45 pm**

That guy sounds like an elf on steroids.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Org** on **March 19, 2009, 05:06:36 pm**

For a minute there, I though you were talking about Df....you weren't, were you?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 19, 2009, 11:58:05 pm**

Quote from: Org on March 19, 2009, 05:06:36 pm
For a minute there, I though you were talking about Df....you weren't, were you?

Nope. That there was real life. haha

Im gonna try to get a picture of it online, Ill post it. The gash is not so long....I mean, its big...but its not massive. Its just all red and road rashy so it looks pretty gruesome. Ill try to get a closeup shot of the staples.

I actually said no to the ambulance when the cops tried to get em to come. I sat here bleeding for a couple hours before I realized it wasnt going to stop bleeding on its own. How did I realize that? I put my hand back there to feel the wound, and my finger slipped into the cut and under my skin. That was when I was like 'oh.....Im probably gonna need to get that looked at'.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 20, 2009, 04:43:18 pm**



Its not as red as it was yesterday and the day before. But feh. Theres my head.

Ladies ladies....I know you love battlescars....theres more than enough of me to go around. :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **short_dwarf** on **March 20, 2009, 04:52:36 pm**

Your either balding or they had to shave you to staple your head shut lol

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 21, 2009, 02:59:02 am**

Oh Im balding. I shaved those ungrateful scalp leeches off long ago. That wasnt so bad, if I hadnt gone bald I wouldnt have found out how badass I look with a shaved head. The scar just adds to it. Now I just need a tattoo of a skull eating babies or something, then I'll look like I got some iron in my blood.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 21, 2009, 04:12:38 am**

Chapter #7 - Immolation

Queen Urist sat in her throne room, barricaded from the dwarves who were voicing their petty grievances over lost loved ones. She spoke to herself, she spoke to the air. She spoke to her God above.

"...the unruly rabble....child beaters, rat weed smokers, beardless ones, these dwarves are all inferior to me! Sobers, the lot of them! Lounging around all day by the cave river instead of getting drunk and doing something!"

She was yelling to Ber Steelearthen, for she knew her righteous anger would be heard.

"...and they are so weird my lord....like that miner Sarvesh that everyone has nicknamed 'Myth' because of all the whoppers he tells about killing dragons. But the weirdest of all has got to be that engineer Mogror Harbett. When he first arrived I knew he was nutters. He does not speak of it often, but over the years, I have pieced his tale together from the rumors and gossip. He claims to be from some mechanical city that he helped build....but damned if I have ever heard of any city like that. Well...except Olonkulet...but come on, that's just a legend."

Olonkulet was a city of dwarven legend whose mighty brass gates had sealed the city off from the world forever. That was said to have taken place in the ancient past, over 1200 years ago, around the time the first demons had come to Sil Gomath and ruled over the world during a thousand year dark age. No dwarf alive was old enough to remember the time before the last demon had been sealed away, and even the oldest dwarves oldest grandparents had lived only during the end of that unholy age, when the demons were largely scattered and few.

"If Mogror Harbett had lived at Olonkulet, that would make him older than Odom and Eve!!!" Urist shouted as she considered the prospect. "Oh well...I suppose it does not matter if his mind is shattered...many a great dwarf has had this virtue. He does not mix it with sobriety, and he does worship you my lord. So I suppose there is a place for him."

Urist went back to coolly sipping Sunshine from her adamantine mug...

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **March 21, 2009, 08:27:33 am**

I suspect that Mogror worships whoever gives him the greatest chance of survival.
He doesn't strike me as a religious dwarf.
Nyahahah

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 21, 2009, 02:00:46 pm**

Urist was walking around the fortress on one of those rare days she left her palace. She was accompanied by her unofficial Captain of the Guard, Captain Jack. The other military dwarves were making their presence known to the serfs, to make sure no one tried anything stupid.

As the Queen and her bodyguards climbed to the top of the main stairway, Urist noticed a trail of blood. It went up two z-levels and stopped at the feet of a heavily wounded and babbling child.



The child was distraught over the loss of her Erib worshipping mother. Urist paused and smiled with delight at the chance to see the misery in action. The bleeding child managed to hurl herself down the stairwell for a second time. The second leap did what the first leap could not.

Aban Godenerar. Child has died after colliding with an obstacle.

Continuing her inspection tour, Urist found that the new room that had been designed for the Dungeon Master and then forgotten about was now being squatted on by an Erib worshipping cripple! The child had been severely wounded by the Temple's death spikes. Somehow she had managed to survive and someone decided that this meaningless child was somehow worth this legendary room.



Urist had the doors sealed and ordered no more water or food be brought to the kid.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 21, 2009, 02:11:23 pm**

Metropolis Rifotkûbuk. "Blockedlance"				1st Granite. 222. Early Spring			
Animals		Kitchen		Stone		Stocks	
Prices		Currency		Justice			
Created Wealth:		4280137*		Population:		177	
Weapons:		347431*		Miners		7	
Armor and Garb:		350987*		Woodworkers		6	
Furniture:		246111*		Stoneworkers		1	
Other Objects:		1902683*		Rangers		1	
Architecture:		705894*		Metal Smiths		4	
Displayed:		329181*		Jewelers		3	
Held/Worn:		397850*		Craftsdwarves		9	
Imported Wealth:		1646855*		Nobles/Admins		5	
Exported Wealth:		130749*		Peasants		None	
Food Stores:		10066		Children		47	
Meat		None		Fishery Workers		4	
Fish		1		Farmers		28	
Plant		180		Engineers		6	
Seeds		875		Trained Animals		A	
Drink		5563		Other Animals		A	
Other		3447					
Champions		38					
Axedwarves		None					
Axe Lords		None					
Swordedwarves		None					
Swordmasters		None					
Macedwarves		None					
Mace Lords		None					
Hammerdwarves		None					
Hammer Lords		None					
Speardwarves		None					
Spearmasters		None					
Markedwarves		8					
Elite Mrkedurvs		10					
Wrestlers		None					
Elite Wrestlers		None					
Recruits		None					

Its Spring of 222 now. The population has gone from a peak of 234 down to 177 in two years. There have been plenty of babies born...but they just cant keep up with the death rate. I solved the booze, food, and seed problem. Again we have plentiful stocks of all. The lowest of the peasant low-lives have been wiped out. The next rung on the food chain, the farmers, have been decimated. The horde of children remains too big, however.

More must be sacrificed.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 21, 2009, 06:26:25 pm**

The Tax Collector Stûkos Ríbarustuth has arrived.
The Hammerer Ineth Febudar has arrived.
Some migrants have arrived. despite the danger.

A Hammerer and a Tax Collector came. The Hammerer worships Erib, the foul bastard.

Lord Tradan stood watch over the walls as the two nobles came into the fortress. He wanted to place a bolt right between the eyes of the two dwarves...but he fought the temptation. He looked at Christes and could tell she was feeling the same urges.

As if two nobles werent the most horrible thing to see coming towards the walls of Blockedlance, guess who showed up?



ELVES!!! And they werent here to trade, either! They had sent a squad of bowmen to ambush us. Lord Tradan spotted them, and sounded the alarm.

The elves scurried along the edge of the fortress. It was then that Lord Cain, the commander of a squad of axedwarves protecting the eastern entrance to the fortress, spotted the High Priest - the old Trader Thob Whipcolor - out in the line of danger! The High Priest must not be killed!

Knowing his duty, Lord Cain charged forward across the bridge and out into harms way. Elven arrows fell all around. The dwarves blocked them easily with their shields, or dodged them altogether. That was when the elves resorted to their infernal magic and cast their fire spells upon the dwarves.

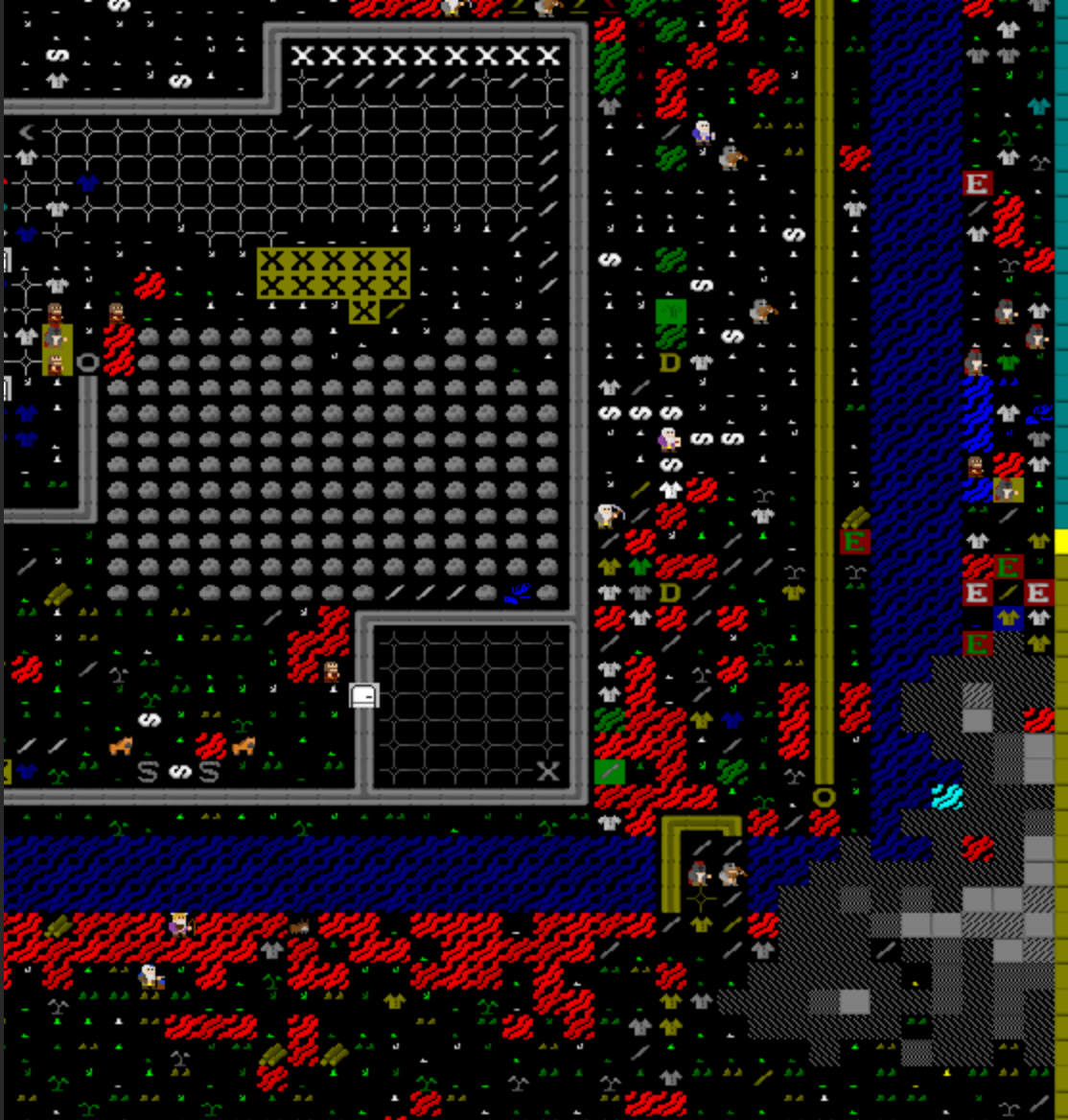
A ball of flame hurled forth from an elfe's fingertips and exploded in the middle of the squad of axedwarves. Lord Cain stood at the center of the inferno.

He died a hero's death.

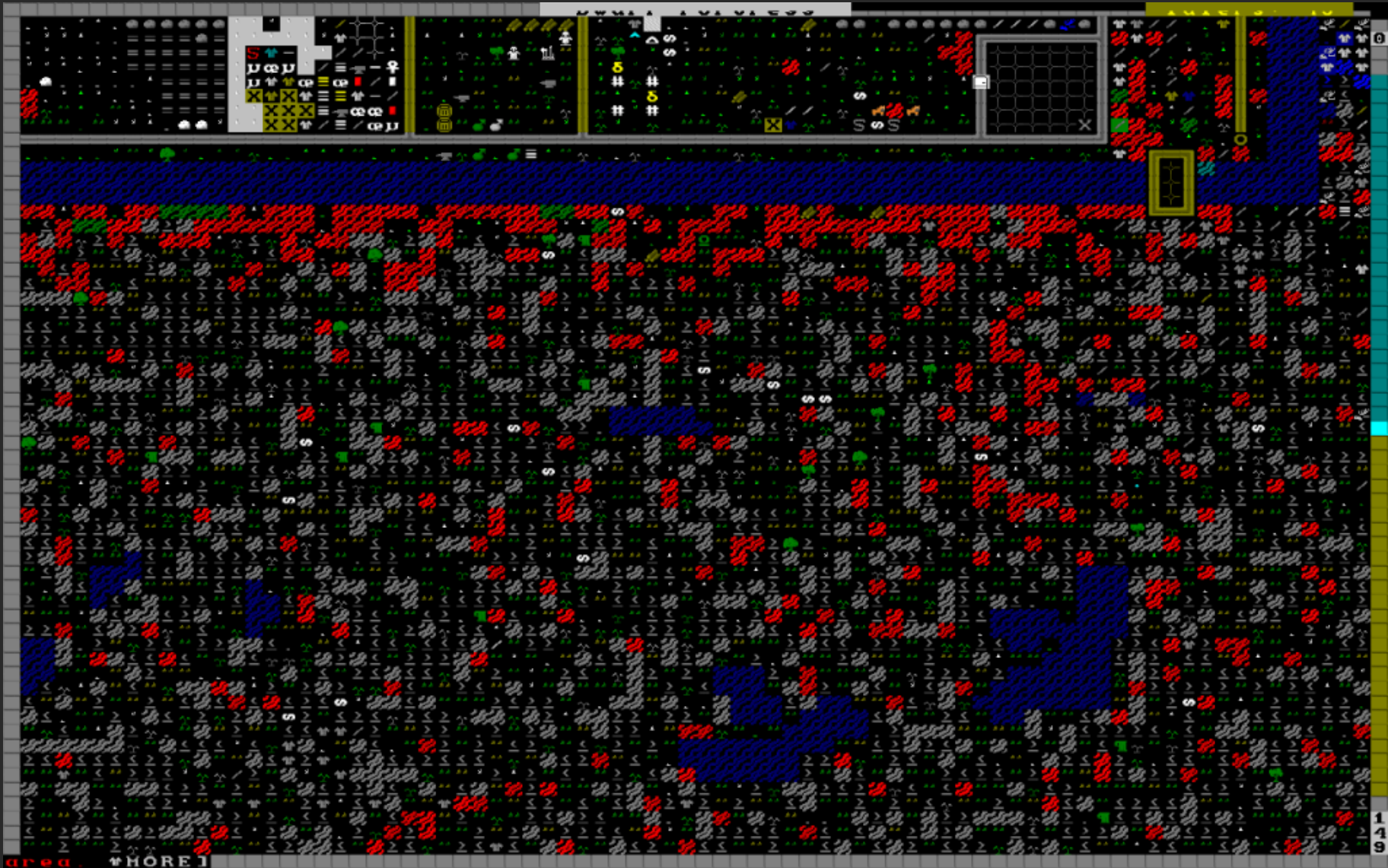
Cain Cudÿstzasit Nanirtölön Mestthos. Champion has burned to death.

Ingish the Coastal Drag King of Wars was burned across her hands and arms, but the dwarves managed to push on, mowing down the elves once they got close enough to lop their heads off.

Their blue blood decorated the field of battle as the flames sent smoke high into the sky. It was glorious!



When the fire was done, the forest was burned to cinders. If the elves thought this was the way to save the trees, their heads were broken, and obviously needed to be stapled back together.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Christes** on **March 21, 2009, 07:07:28 pm**

yay modded elves.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Tradanbattlan** on **March 21, 2009, 09:18:44 pm**

Yay! Fireballs!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 22, 2009, 12:20:58 am**

Since I cant get Blockedlance onto the map archive since the map apparently is corrupted (Anyone know how to fix the 'too many unique tiles' problem???) I'm just gonna post the top three floors here.

Below we see Blockedlance's surface level after the elf fire of Spring 222...



And down here we the peasant housing quarters and the death traps and monk dorms of the temple. Other additions to the temple are being carved out. There are the new farms, soon all farms will be relocated to the lower levels....except the whip vine and sunshine plots, of course.



And last but definitely not least, we have the nobles quarters, arena floor, and the future noble cave river garden under construction. Another lower level of the temple has only begun to be carved out, and includes the trade depot/sacrificial altar.



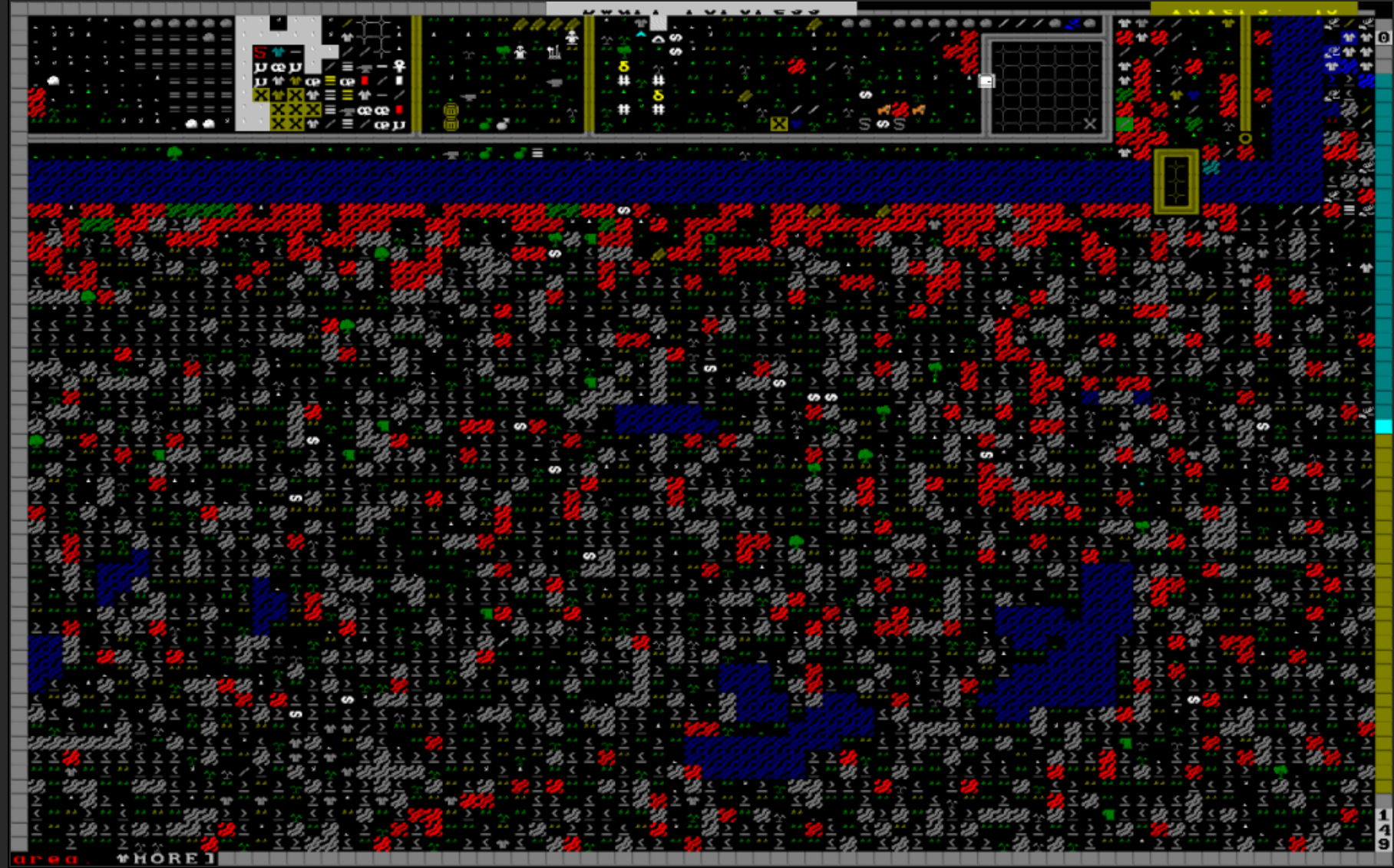
Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jarod Cain** on **March 22, 2009, 11:55:35 pm**

Awesome, thats as good a death as I could ask for. Especially fighting against elves. Poncy bastards could never stand up in a dwarf to dwarf fight. ;D
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 23, 2009, 04:27:42 am**

Awesome place, also
Quote from: MrGimp on March 21, 2009, 06:26:25 pm

When the fire was done, the forest was burned to cinders. If the elves thought this was the way to save the trees, their heads were broken, and obviously needed to be stapled back together.



Hooray for linking RL into burning elves!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 24, 2009, 12:44:47 am**

The Tax Collector Stukos Ribarustuth has arrived.
The Hammerer Ineth Febudar has arrived.
Some migrants have arrived, despite the danger.

Well, we got a couple 'migrants' if you can call them that. Ill skip the surprise. One lasts one season, the other lasts two.

There is a battle in the summer of 222, however.



From the rooftop of the barracks, Lord Tradan and Christes pepper the goblins with iron and steel bolts. Fighting as one, the lovers manage to drop a multitude of the green menace before the axedwarves can even get close.

Christes Egenmeng. Champion is more experienced.
Christes Egenmeng. Champion has entered a martial trance!

Christes' exploits win her recognition around Blockedlance as a ferocious fighter, and a true warrior.

On the other side of the fortress, another warrior, young Akigagak, is proving his ferocity as well. His squadmates preoccupied and far away, he takes on an entire goblin crossbowman squad all by himself. He dares to charge straight at the very hill they stand upon, and I got (most) of it on film!

<http://mkv25.net/dfma/movie-1201-akistrance> (<http://mkv25.net/dfma/movie-1201-akistrance>)

For his valor, Akigagak was made a Lord, and given the command of Lord Cain's old squad.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 24, 2009, 01:20:49 am**

Autumn of 222 is spent designing and building the Farmer's Guild, a two story structure that will house all the farmers and farm-related workers, as well as granting quick access to the farmers workshop and farms themselves.



Its not intended to be some kind of superdwarven ultimately maximized efficiency thing, I just want to speed it up a little and possibly cut down on pathing.

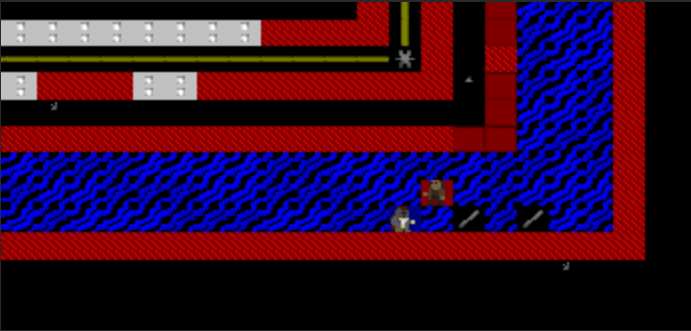
But my peaceful building is interrupted yet again by a siege.

Oddly, the siege begins on a high note as the hammerer is outside procuring some silken footwear. He is shot and killed. I brought a video!

<http://mkv25.net/dfma/movie-1202-hammerershot> (<http://mkv25.net/dfma/movie-1202-hammerershot>)

The good times did NOT continue to roll however.

Lord Tradan and his Lady Christes were stroking each others beards when the hammerer ate it. They had shared a laugh together when his fat body hit the ground. But the moment was marred when Ingish the Coastal King of Wars fell into the moat as she charged the goblin menace.



"Swim bitch! Youve done it before!" cried Lord Tradan.

"Yeah hurry!" shouted Christes.

But Ingish did not struggle. Ever since her lover had died in this very moat, she had given up on life. As the weight of her armor pulled her down, a sense of relaxation and peace came over her face. Her body fell to the bottom of the murky bloody depths.

Christes and Tradan looked into each others eyes. This battle was different. Christes could feel it. Tradan, however, was oblivious.

"I'm outta bolts. I'm gonna go get some more," spoke Lord Tradan.

"Yes, dear, Ill man the walls.....er, woman the walls." She laughed awkwardly. "Be careful honey....I love you."

Tradan was already walking away. "What? Oh! Yeah I know."

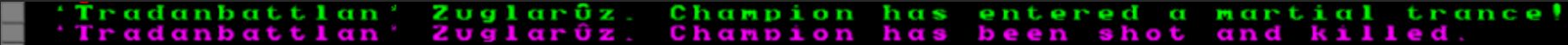
Christes returned to the battlements. "Alright men, dont fire till you see the yellows of their eyes!!!"

Christes' squad rained death upon the goblins, but their number was legion. The battle seemed to be going alright until Christes spotted her lover walking down the path of death all by himself!

"WHAT ARE YOU DOING?!?!?!" She shouted in horror. The goblins were approaching quickly.

"Oh, hi honey! Yeah Im just getting bolts, remember? The nearest bolts are on these goblin corpses out in the field, see?"

And thus Lord Tradan marched into the inevitable...that fate which all mortals must endure, but which falls upon some rather cruelly.



"NOOOOOO!!!!!!!!!!!" Christes shrieked. She jumped from her station, and began running down to where he lay. Lord Lego was nearby. Seeing her about to run into the goblin squad by herself, he rushed to her side. A fuckin hero. His beard grew three inches that day.

And hey hero, how bout some brutal wounds to go with them heroics?



After this screenshot was taken, another bolt rips through Lord Legos other leg....and also through his lung at the same time. It must have splintered in mid air....or something. Despite the assault by Heisenberg arrows, Lord Lego managed to crawl away from the battle and his wounds were tended to.

I thought Christes would be devastated, but actually, she seemed quite content with her lovers death.



Sorry Tradan. :-\

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 24, 2009, 01:28:53 am**

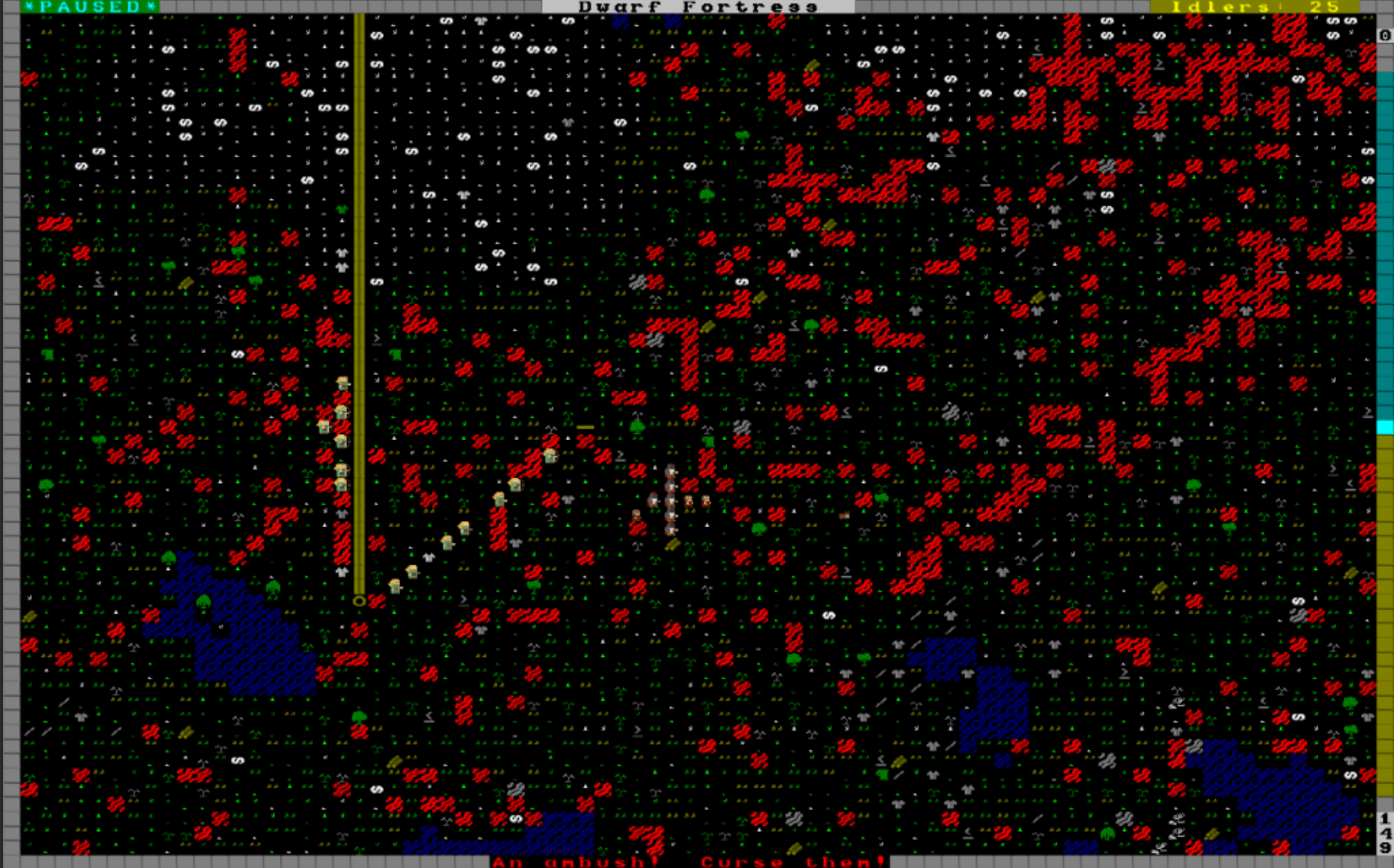
Burn, dude. Burn.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 24, 2009, 08:41:42 pm**

Spring 223. I forgot to crop the picture, but oh well....sucks to be you dont it? ;)



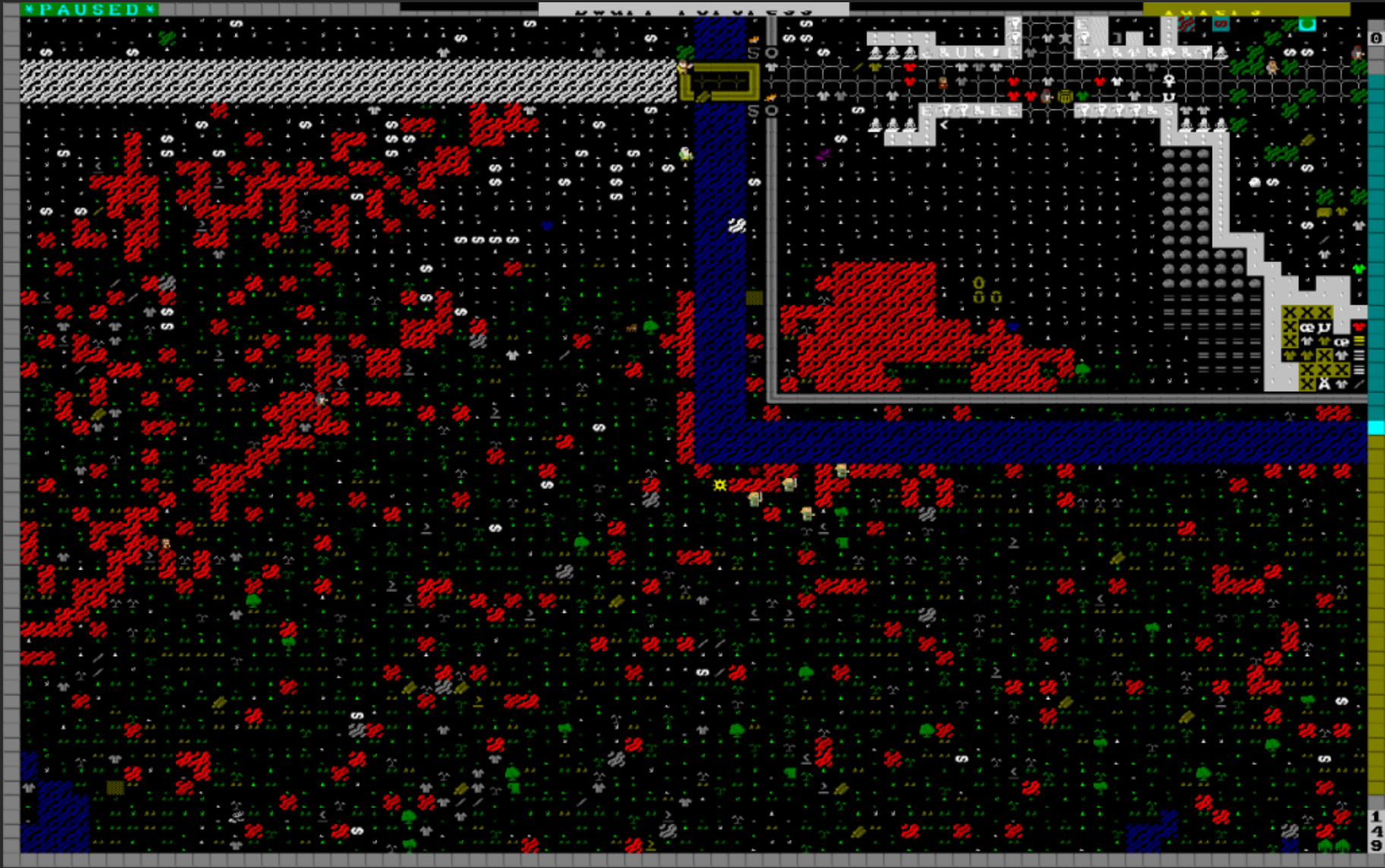
In the spring we are again ambushed by elven bastards!



Lord Akigagak and Captain Jack were there with axes waiting...

<http://mkv25.net/dfma/movie-1207-elfambush> (<http://mkv25.net/dfma/movie-1207-elfambush>)

With the battle over and wounded dwarves resting, Blockedlance went back to business as usual. That was when ANOTHER couple elf squads ambush Captain Jack and Lord Akigagak!



<http://mkv25.net/dfma/movie-1208-elfambush2> (<http://mkv25.net/dfma/movie-1208-elfambush2>)

Near the end of the battle, Lord Akigagak is wounded by elven fire magic. The battle is won, and Captain Jack retires behind an approaching wall of flame. During the battle, one of the many elven fireballs had ignited a forest fire, and it was headed right for Lord Akigagak!!!



The Queen herself stood on the battlements to see if the wounded champion would survive. She seemed quite eager for blood, and almost disappointed when he managed to live through it all. The Queen was even more disappointed when the fire cleared, she saw a new tax collector and a hammerer.

The Tax Collector Stukos Ribarustuth has arrived.
The Hammerer Ineth Febudar has arrived.
Some migrants have arrived. despite the danger.

But even MORE disappointing than THAT was the fact that a bunch of stupid idiots actually chose to MOVE HERE WITH THEM!!!!



I mean, dont they know we kill people just for the hell of it here at Blockedlance? Seriously...think about it....they are chosing to move to a place where, as a citizen, they can be randomly herded into a giant drowning chamber, or forced to pull the lever that causes their own disembowelment! Or the disembowelment of a child or beloved pet!

I mean....as an immigrant especially, youve got to worry about a society that shoots children because they throw a tantrum when they cant find any shells to fingerprint with.

Ingiz Ruldeler. Child has gone berserk!
Enul Zonrulush. Planter cancels Store Item in Stockpile: Interrupted by Child.
Ingiz Ruldeler. Child has been shot and killed.

This is a society that locks CHAMPIONS in the deep recesses of the fortress, along with six of their kids, after having killed the wife and the family pets, AND a couple of the other kids.



Yep...the mind boggles when it attempts to comprehend the masochism and self-hatred displayed by these immigrants.

They were all drafted. If they dont mind death, they will die for Blockedlance.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 24, 2009, 08:53:38 pm**

And much good may it do them. I like the commentary on the pictures, maybe you could do more?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 24, 2009, 08:57:09 pm**

Mogror Harbett, the hermit engineer of death shuffled his ancient body down the hall towards the palace. He gained entrance and went to speak with the Philosopher Asmel in the royal guard's dining hall.

"Yes, Mogror, what can I do for you?" asked wise Asmel.

"Elves! The elves! I know why they bring their fire upon us!!!

"Heh...theyre elves...theyre probably mad about the trees..." scoffed the philosopher.

"No! They dont bring their magic down on just anybody....it drains their life essence...it threatens their immortality!!! The Druids will spend years to replenish the mana that has been depleted just in the recent attacks!"

"Hmmm...it is true that it is rare that they use this magic of theirs. Tell me dwarf, how do you know these things?"

Mogror's beady black eyes darted back and forth, he stuttered as he tried to speak. "Well, I...I, you see I know a lot about the elves. I, uh...I....I was a ranger, yeah, long time ago...when I was younger. Some elves lived near us in our forest. They came to trade a lot, and so I learned about them."

Wise Asmel was suspicious. "The nearest elf forest retreats are over a thousand miles to the north, it is a point of pride that they make the effort to come all the way down here to Blockedlance just to to try and end our lives. How could a dwarven ranger possibly have lived with elves?"

"Look, what do you know about 'the nearest elves'? Have you ever left the mountain homes? I bet when Letterclose was destroyed, you didnt even join the refugees and live in the forests and mountains, but instead fled to that rival dwarven hall to the northeast! Too pampered for exile eh?"

"Damn it dwarf, just tell me what you have to tell me then! Why are they attacking now? Why do they risk using their magic upon us?" Asmel was getting angry.

"Hahaha....because they know!" replied the ancient dwarf. He smiled his crooked yellow smile, with his many missing teeth.

"Know what?"

"They know what the queen is up to."

"And what, praytell is that?"

"The god she worships....the temple she builds...the elves are right to fear this place."

"Tell me more old dwarf...."

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Akigagak** on **March 25, 2009, 11:20:29 am**

Damn, my dorf is badass.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Omnidum** on **March 25, 2009, 04:20:07 pm**

Long time listener, first time caller here.

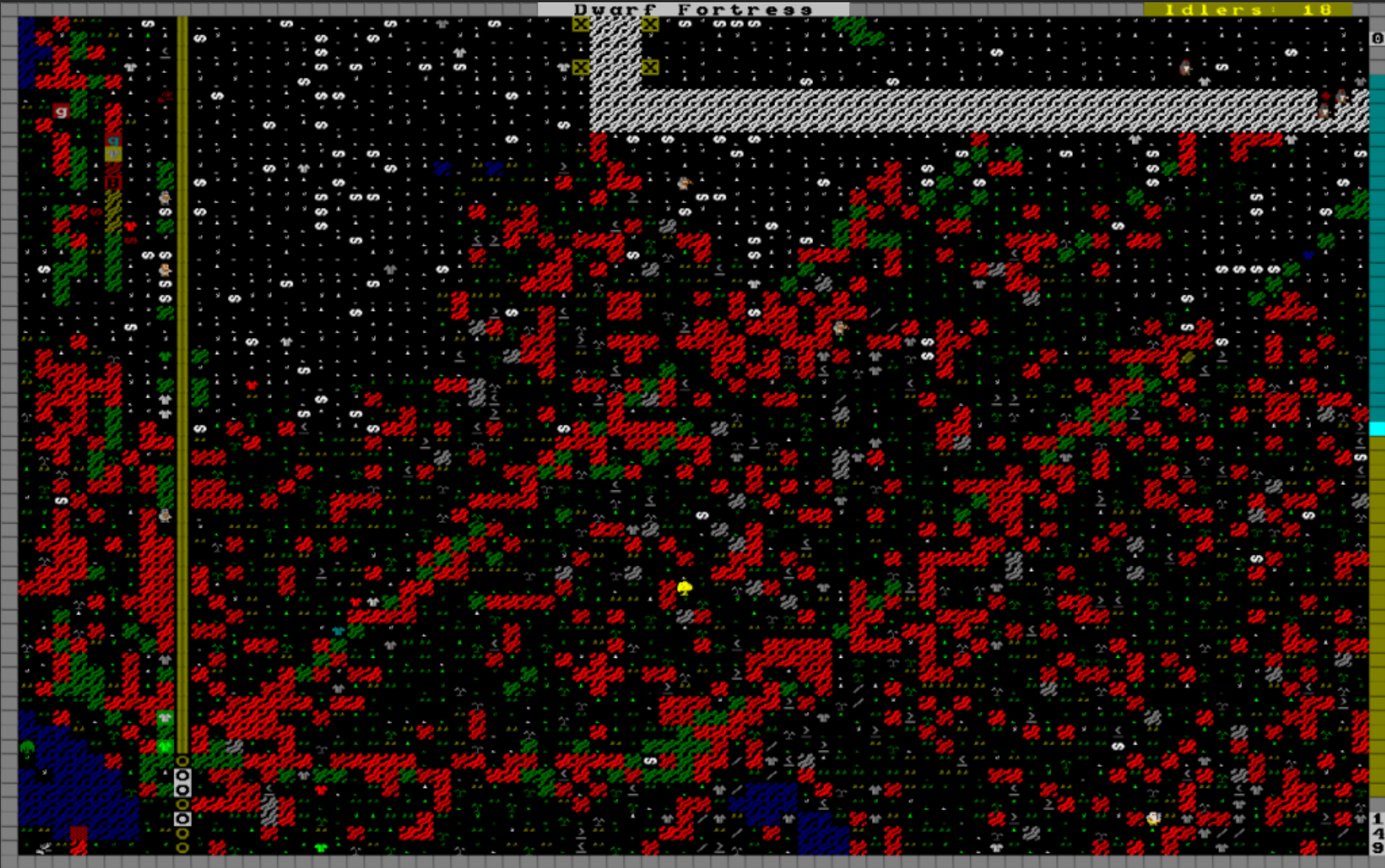
How about making some sort of a race track, where you connect retractable spikes to all the other tracks with a lever to them? Could make extermination more fun.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 25, 2009, 10:40:26 pm**

It is now Spring of 224. Urist has been living at Blockedlance for 20 years now.

Metropolis RifotkÜbuk. "Blockedlance"				1st Granite. 224. Early Spring			
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice	
Created Wealth:	4608253✱	Population:		184			
Weapons:	362091✱	Miners		7	Champions		36
Armor and Garb:	399558✱	Woodworkers		5	Axe Lord		None
Furniture:	291311✱	Stoneworkers		2	Sworddwarves		None
Other Objects:	2029300✱	Rangers		None	Swordmasters		None
Architecture:	747666✱	Metal Smiths		3	Macedwarves		None
Displayed:	351336✱	Jewelers		4	Mace Lords		None
Held/Worn:	426991✱	Craftsdwarves		10	Hammerdwarves		None
Imported Wealth:	1704775✱	Nobles/Admins		7	Hammer Lords		None
Exported Wealth:	138863✱	Peasants		4	Spearwarves		None
Food Stores:	10400	Children		40	Spearmasters		None
Meat	5	Fishery Workers		4	Marksdwarves		17
Fish	None	Farmers		27	Elite Mrksdwrve		7
Plant	278	Engineers		5	Wrestlers		4
		Trained Animals		None	Elite Wrestlers		None
		Other Animals		A	Recruits		2

Blockedlance has grown to become a lovely place. It is a burnt field of bloody vomit, crunched into the red sand by laboring dwarves and invading goblins and elves.



(The vomit has spread from the courtyard out into the red sandy wastes)

The Philosopher Asmel paced about the fortress. He did not know what to believe anymore, or what he even felt about it either way. He had been beside himself ever since the engineer Mogror had spoken with him. Was he right about the Queen? Was he right about the temple?

He gazed out over the charred wasteland that had once been a forest, and there the primitive barbaric temple stood over it all. It was massive, sure...and had taken many years to build just what had been built so far....but he thought about the ancients. He thought about what they had known, and what they could build. This rough dolomite rectangle with steel pillars wasn't really all that impressive in the grand scheme of things. The Queen was just another megalomaniac warrior chieftain....as they all were....

Bah! No matter. With his privileged position as the fort's thinker, he didn't have to put his neck out and get involved if he didn't want to.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 25, 2009, 11:09:41 pm**

Come hither!

Come hear the tale of a warriors death, a death that shook the heavens and made the gods bellow with fury!

Let us pass the ale around until the misery of life is numb to our bones!

Come let us sing sad songs about the deaths of kings! For in this, the spring of the year 224, the elves again attacked us in our homes! Again our brave warriors met the challenge and surpassed it. But sadly....at the end of the battle, a great warrior lay crippled and immobile...

```
^ Jackrabbit ^ Daturzasit T
^^ Jackrabbit ^ Spireknife

right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
right wrist
left hip
first finger. right hand
second finger. right hand
fourth finger. right hand
```

His first thoughts were not of himself....



But soon he realized the danger he was in. As he watched the flames approach, his thoughts turned to more spiritual matters...



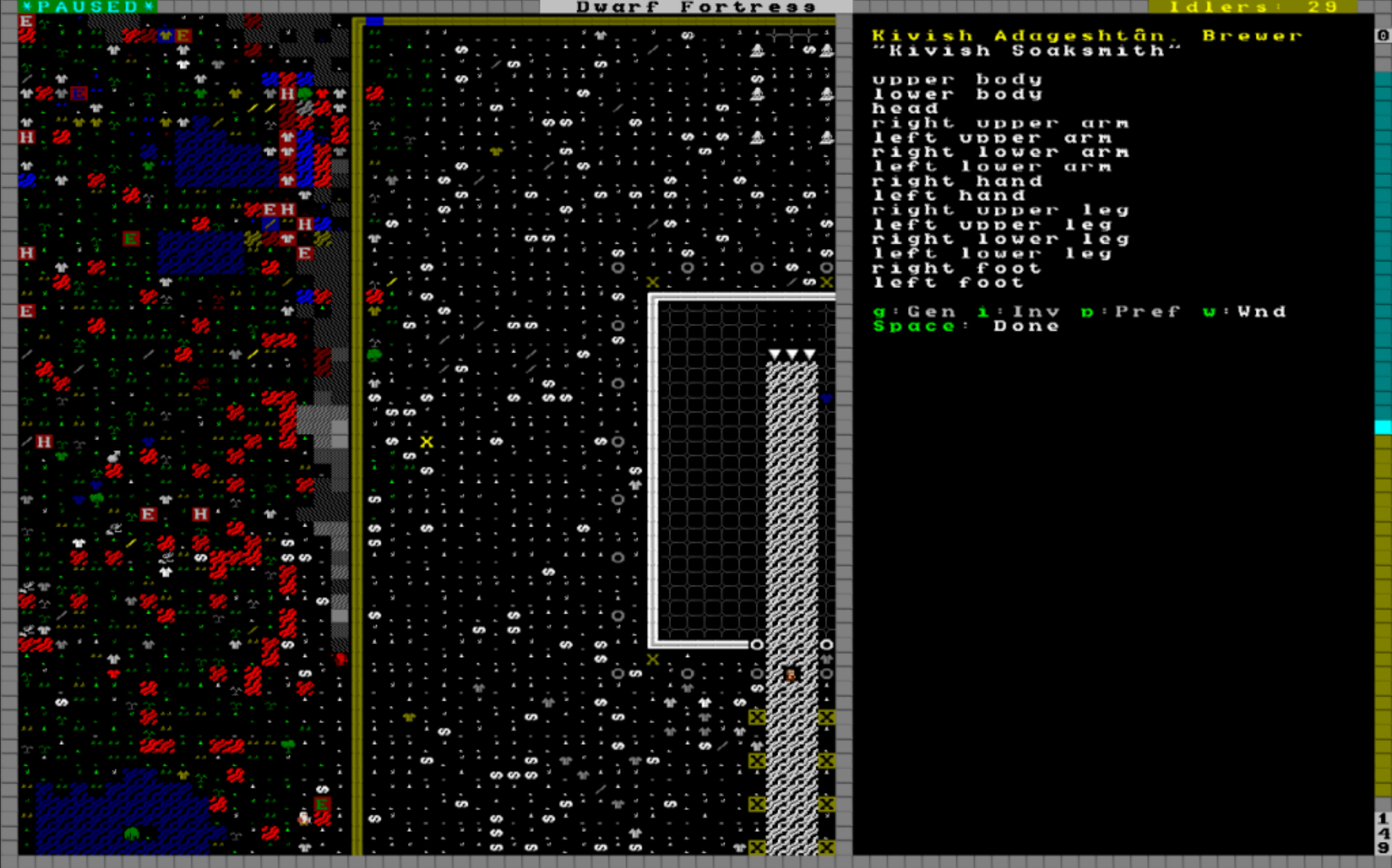
He came to accept his fate. Every dwarf dies. Hey, at least he had been a dwarf. Humans lived not much past 30 in these dark times. No...he had had a good run....and now it was time to cash in his chips.



And thus Captain Jack Spireknife, the Brutal Square of Problems burst into flames.

' Jackrabbit ' Daturzasit Tîrdugvathsith Batôk. Champi
" Jackrabbit ' Spireknife the Brutal Square of Proble 0

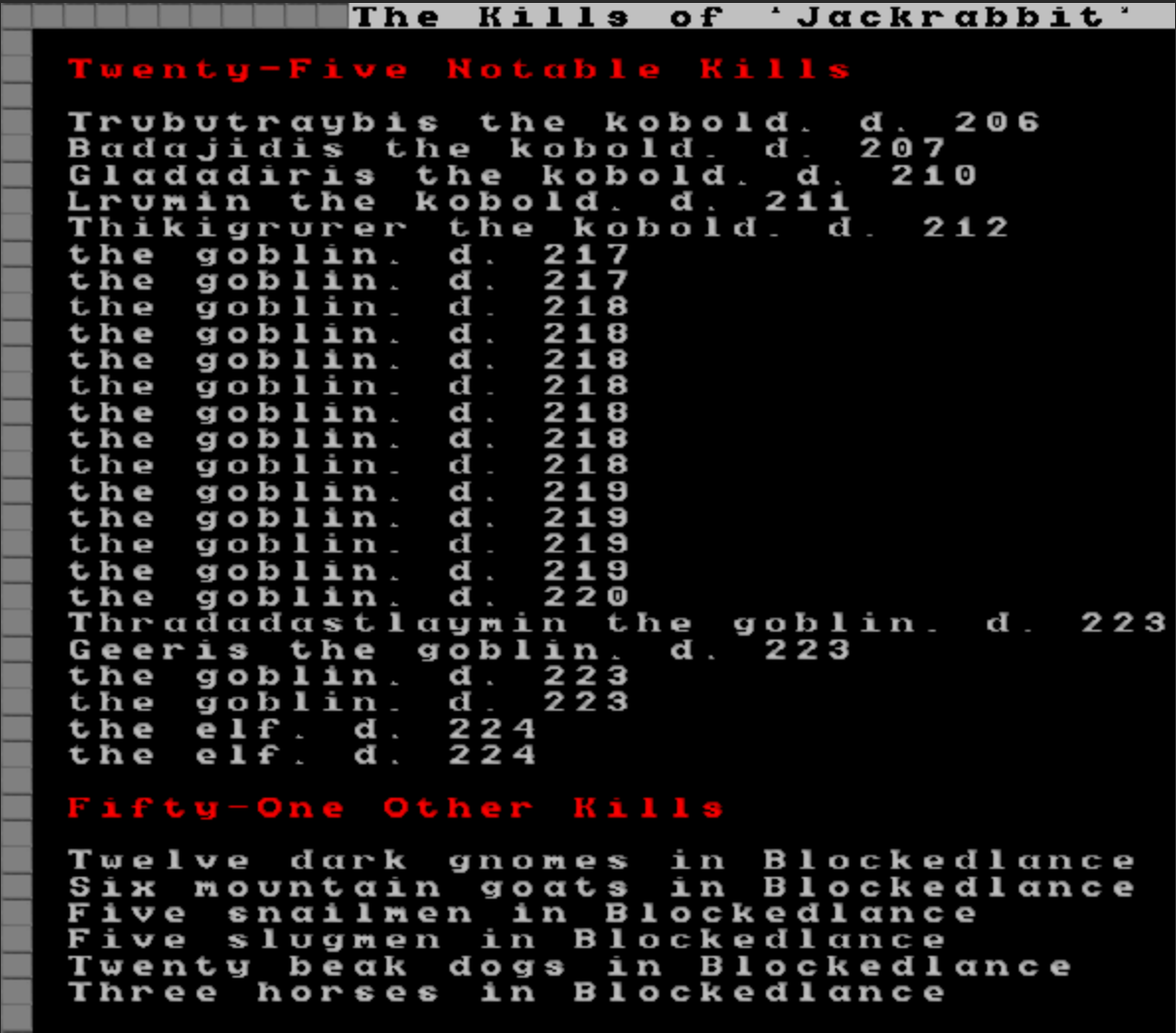
And there on that field he died....not far from where had been taken down by elven arrows. He had managed one last kill, when a brewer attempted to move his flaming body to a bed.



The brewer burst into flames as well, dropped the Captain of the Guard, and ran screaming down the western edge of the wall before collapsing and dying.

As much as it saddens me to lose one of the guys that makes our booze...losing one of our oldest and most decorated champions saddens me even more.

Farewell Captain Spireknife, may you find yourself riding with a gentle breeze on your face and the sun at your back. We shall meet again for Ragnarok, for you shall surely be there! Here is a list of the slaves waiting for you in the afterlife...



Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 26, 2009, 01:00:00 am**

Tonight, I drink to me! Ha ha, I killed a dwarf. That's a bit bitter of me.

I shall drink until I never existed!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 26, 2009, 02:32:36 am**

Well he shouldnt have been trying to move a flaming object, you know?

So that makes Legolord the oldest longest run champion in our fort, followed by Christes and then Akigagak. Myth and Mogror are there too. Ill try to work Myth into the plot more when I start the Masons/Miners guild. Right now Im still working with the farmers. It sucks you can only assign rooms to legendaries. Bah!

The dead forum dwarves are:
Zulaf
Cain
Tradanbattlan

Jackrabbit

If anyone wants a second dwarf, or if someone new wants a dwarf let me know. I've got dwarves all over the place. Just give me a name and any specific requests, and Ill try to work with you.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 26, 2009, 03:11:20 am**

Jazz, axedwarf. He wishes to avenge his adopted father, who took him under his wing. I I can make a request, have him in a single squad and sent into groups of goblins who have no bowmen so he can kick there ass or die in a fair fight. ;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 26, 2009, 10:35:05 pm**

Okay youre back in Jackrabbit, you better avenge his death and avenge it good! haha

Okay, heres a list of the megaprojects thus far...

- 1 - Project Moat (Complete)
- 2 - Temple to Ber Steelearthen (Basically Complete)
- 3 - Noble River Cave (Begun)
- 4 - Dwarven Valhalla (Begun)
- 5 - Other temples?
- 6 - Something for an Adventurer
- 7 - The Tomb of Urist

BUILD FASTER DWARVES!!! ARGGGHHH!!!! The Queen shall die of old age before her tomb is built at this pathetic rate!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **March 28, 2009, 05:43:04 am**

Truly, this is the ideal place for a 1000 year old genocidal engineer.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 29, 2009, 12:44:18 am**

The Queen was overcome with rage when she heard that her loyal captain of the guard had burned to death in a most horrible manner. She cursed the dwarves who left him to burn. She new it was their revenge for her having sacrificed so many of them to an imaginary being that only she could hear.

She was so angry that she craved blood. She had not killed in twenty years. She ordered the remaining lizardmen and the last snakemen to be sent to the arena. There she waited for them, in full steel plate with axe in hand. The peasants watched their gladiator queen from the dining rooms. They were both awed by and fearful of her tenacity.



The Queen was charging before the steel gates of the beast pen had even opened. After her initial charge she paused to give her opponents a chance to counter-attack. The cowards could not bring themselves to take that opportunity and so the queen ran directly into the beast pen and finished the fight.

<http://mkv25.net/dfma/movie-1216-queenarena> (<http://mkv25.net/dfma/movie-1216-queenarena>)

The Queens antics were the talk of Blockedlance, and even those who hated her for killing their children still admired her dwarvishness.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Org** on **March 29, 2009, 09:10:52 am**

I would like a dwarf, as I dont think I have asked for one.

I would like a corssbowdorf, named Bowbeard, Male, please.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 29, 2009, 05:47:48 pm**

Quote from: Org on March 29, 2009, 09:10:52 am

I would like a dwarf, as I dont think I have asked for one.

I would like a corssbowdorf, named Bowbeard, Male, please.

Alright, you're in. Male is a tough request to fulfill in Blockedlance. It seems to be mostly women. I guess DF doesn't attempt to make it even.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 29, 2009, 05:56:55 pm**

Quote from: Magqarg - Eater of chicke on March 28, 2009, 05:43:04 am

Truly, this is the ideal place for a 1000 year old genocidal engineer.

You aint seen nothin yet! ;)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 29, 2009, 06:01:20 pm**

Quote from: Omnidum on March 25, 2009, 04:20:07 pm

Long time listener, first time caller here.

How about making some sort of a race track, where you connect retractable spikes to all the other tracks with a lever to them? Could make extermination more fun.

haha yeah I need to do *something*...I keep getting migrants even after so many dead. I'm pretty sure more dwarves lie **under** Blockedlance than live above and within it. Yet still they flock here to die, carrying their Erib and Nunur idols as they walk right past the massive Temple to Ber Steelerthen.

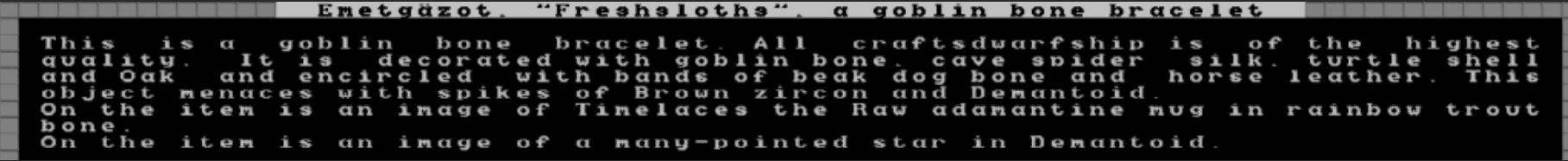
I'm wondering if I should test the water capacity of the peasant quarters. For science of course.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 29, 2009, 06:04:55 pm**

Of course.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 29, 2009, 06:25:10 pm**

Check this out....this is how worthless my dwarves are...



Okay....they keep making stupid pointless craft artifacts instead of weapons and armor. The above artifact was made by a kid. At least its made from goblin bone and has a picture of the Queen's adamantine mug on it, but still. Its pathetic. Even more pathetic than this was the artifact dolomite bracelet studded with bands of dolomite. It was worth about 1400 bucks.

The ONE time I had someone cool go insane, the armorer goes down to the forge and grabs some adamantine, some steel, and some gems. I thought, HELL YEAH!!! But then he needed shell, and alas, there was no shell. So he threw himself into the river after that and we lost our armorer. Everyone dies because theres no shell.

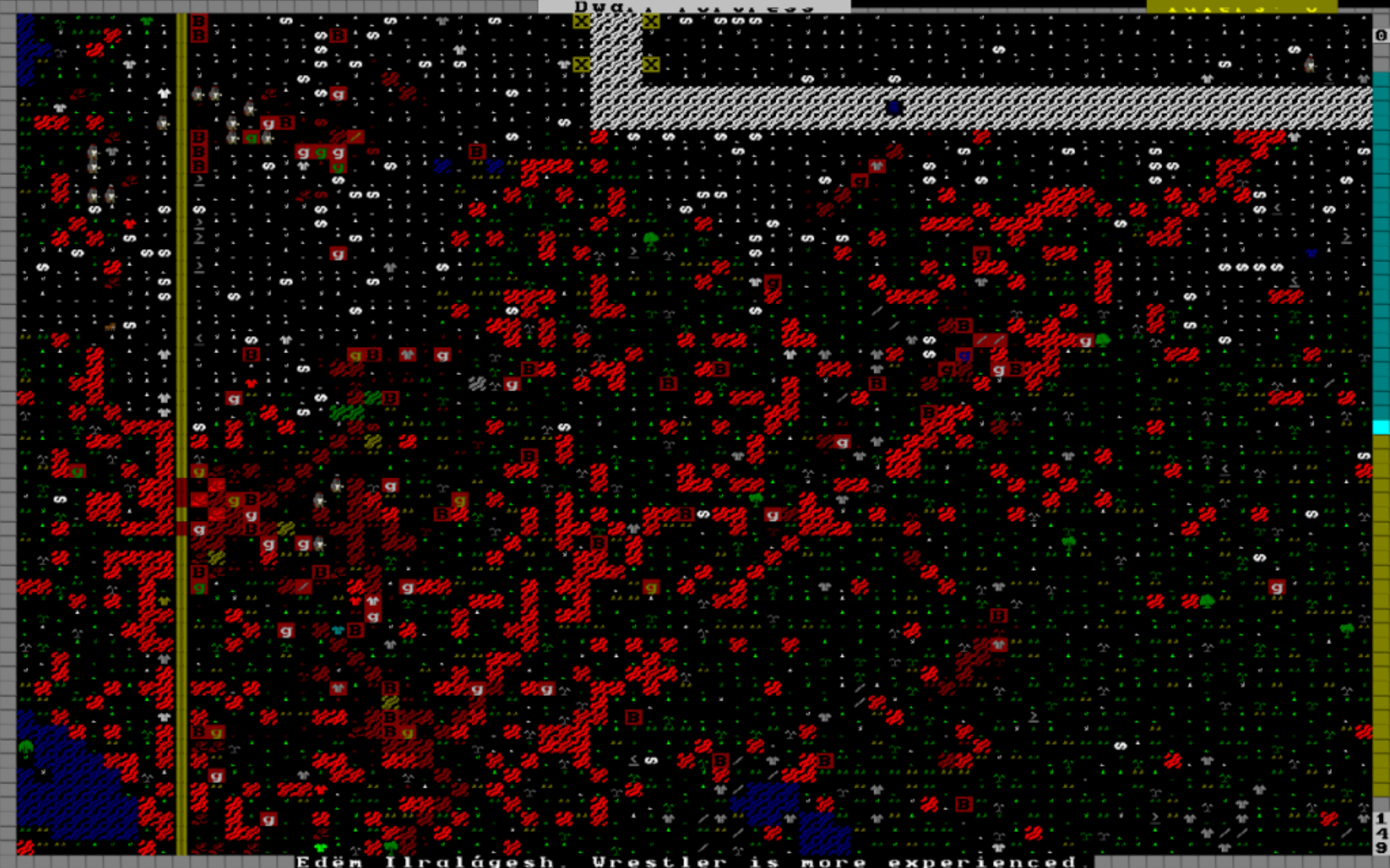


Or at least...there *was* no shell. I finally remembered to ask the humans to bring some turtles. For some reason none ever spawn at Blockedlance anymore, and since the dwarf liason died in the demon pits back in 203, the humans are the one chance a year I get to order anything.

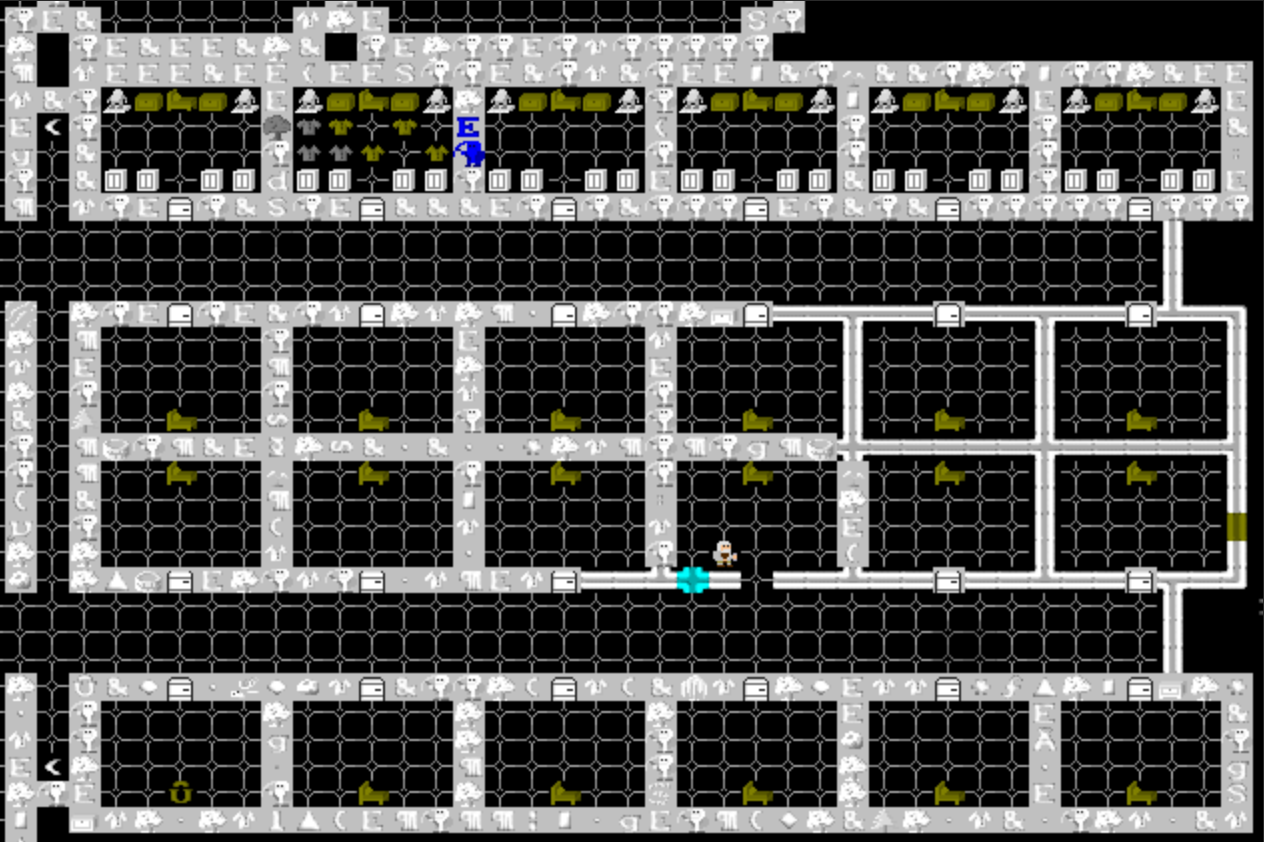
Besmar Soshmistēm. Bull (Tame) has died of old age.
The Stray Grizzly Bear (Tame) has died of old age.

This is my longest fortress ever. Ive never seen anything die of old age, though I had heard that it indeed happens.

Now I ponder my own mortality as I stare out upon the bloodsoaked fields of Blockedlance.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 29, 2009, 10:31:48 pm**



In winter of 224 we got some migrants. One of them was an engraver. Urist handed him the engraving duties since she was tired of carving the same old shit. Hopefully a second engraver would add more variety.

'Myth' Kediden. Freemason's Guildmastero Job		
Hörul Ilashducim.	Freemason	No Job
Mosus Cogteshkad.	Freemason	No Job
Inod Degēlathel.	Freemason	Sleep
Lokum Saziridos.	Freemason	Remove Construction
Cog Olonothil.	Freemason	Eat
Sarvesh Ostathoddom.	Freemason	No Job
Athel Olinlilum.	Miner	On Break
Rigth Regish.	Miner	No Job
Logem Ushatatul.	Miner	No Job

While engravings were being etched into the Farmer's Guild, the Miner/Mason everyone was calling 'Myth' was made the Guildmaster of the Freemason's Guild. The Freemason's were a tool the Queen hoped would cement her power. The Farmer's Guild was already getting overrun by the House of Erib and their cronies. The Freemason's would be the Queen's secret society of loyal dwarves, ready and waiting to do her bidding.

Mafol Astringtak has grown to become a Ducal Heir.

The dead Duke's only son has now come of age. Queen Urist had been watching the boy since he was little, and making sure he received a proper education. The Duke's heir had actually proven to be quite maleable.

With the awkwardness and lackluster chemistry apparrent in the Queen's attempt to seduce the Philosopher, Urist considered taking the Duke's heir and breeding a line of legitimately noble dwarves. Then no one could question her Queenship, nor could they question the legitimacy of her successors.

Yes...the Queen could use Mafol Sabretwilights to plant the seeds of a great Uristian Dynasty!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 29, 2009, 10:39:44 pm**

ew u said seed.

Seriously though, its a good plan, but how would you get them to hook up?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **March 30, 2009, 12:22:28 am**

Quote from: Jackrabbit on March 29, 2009, 10:39:44 pm

ew u said seed.

Seriously though, its a good plan, but how would you get them to hook up?

Its easy really, so long as you understand the dynamics of dwarven pair bonding. I'm going to lock them in a room together for a couple years.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **March 30, 2009, 12:49:41 am**

Quote from: MrGimp on March 30, 2009, 12:22:28 am

Quote from: Jackrabbit on March 29, 2009, 10:39:44 pm

ew u said seed.

Seriously though, its a good plan, but how would you get them to hook p?

Its easy really, so long as you understand the dynamics of dwarven pair bonding. I'm going to lock them in a room together for a couple years.

No, that's dwarven bondage.

I haven't praised you for a while.

awesome ☼Thread☼ is awesome. ☼thread☼.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **March 30, 2009, 10:13:38 am**

That or we make the Dwarven Immortality Engine.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **mythmonster2** on **March 30, 2009, 04:38:57 pm**

Head of Freemason's Guild? I will not let you down, my queen!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 01, 2009, 11:31:59 am**

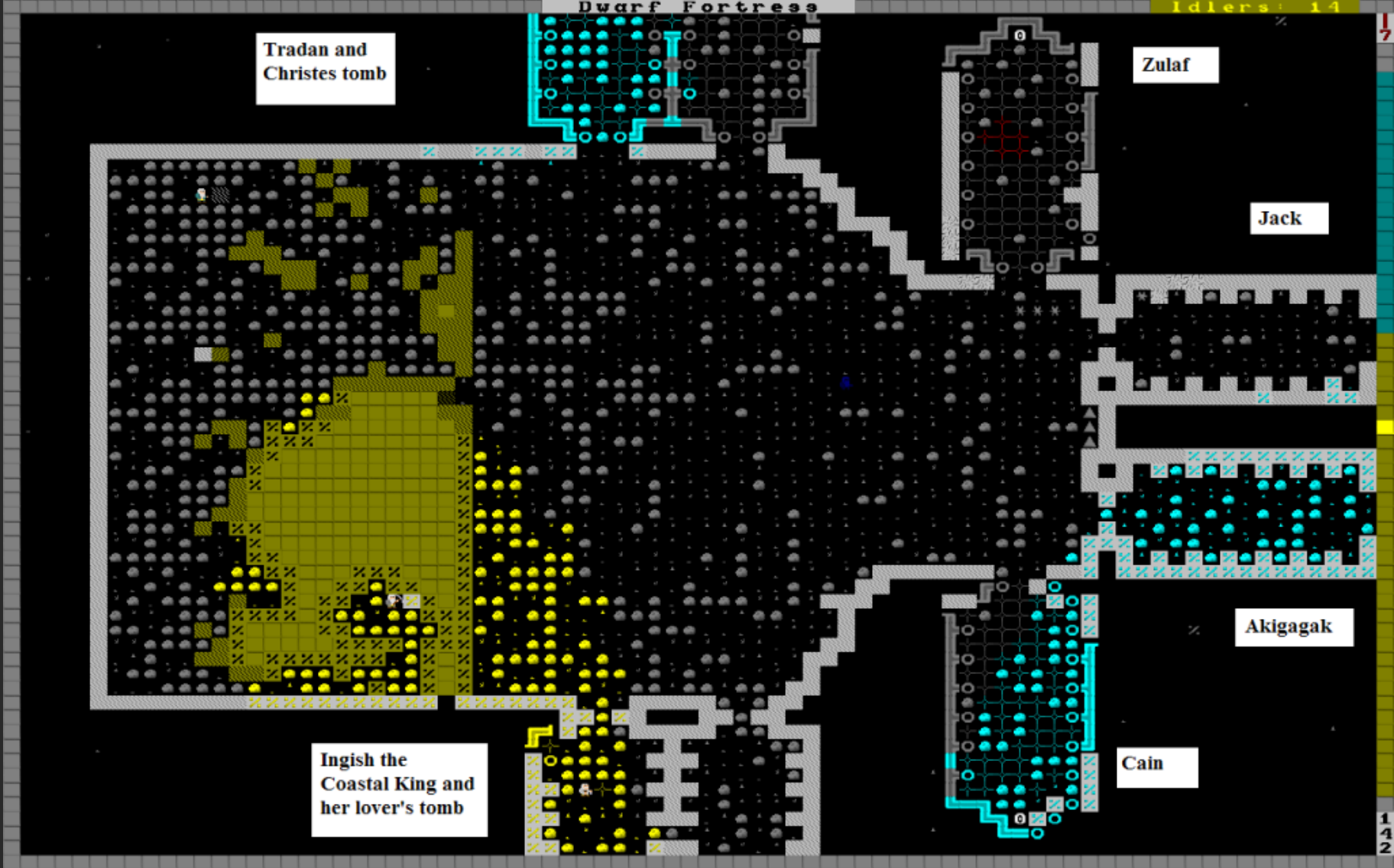
It requires a golden pyramid.
With EYES.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 01, 2009, 12:08:52 pm**

Metropolis RifotkÜbuk. "Blockedlance"				1st Granite. 225. Early Spring		
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
Created Wealth:	4830691*	Population:		185	Champions	
Weapons:	377816*	Miners	☼	10	Axedwarves	☼ 38
Armor and Garb:	387301*	Woodworkers	☼	4	Axe Lords	☼ None
Furniture:	298591*	Stoneworkers	☼	2	Swordsdwarves	☼ None
Other Objects:	2197845*	Rangers	☼	None	Swordmasters	☼ None
Architecture:	782088*	Metalsmiths	☼	3	Macedwarves	☼ None
Displayed:	368344*	Jewelers	☼	4	Mace Lords	☼ None
Held/Worn:	418708*	Craftsdwarves	☼	9	Hammerdwarves	☼ None
Imported Wealth:	2018320*	Nobles/Admins	☼	8	Hammer Lords	☼ None
Exported Wealth:	153676*	Peasants	☼	4	Speardwarves	☼ None
Food Stores:		Children	☼	36	Spearmasters	☼ None
Meat	59	Fishery Workers	☼	4	Harksdwarves	☼ 21
Fish	44	Farmers	☼	28	Elite Mrkedurve	☼ 7
Plant	637	Engineers	☼	5	Wrestlers	☼ 2
		Trained Animals	A	None	Elite Wrestlers	☼ None
		Other Animals	A	16	Recruits	☼ None

Spring of 225. Well, the old old trader Thob Whipcolor had taken his nice fancy purple flashing title and changed it to High Priest. Then the new old trader Shem Throbog became legendary and got a purple flashy title too....and so she was made the High Priestess. Now I made the Ducal Heir the trader so he can become purply flashy too.

Oh...and there are far too many dwarves at Blockedlance yet again...although its nice that less of them are children and I have more hands to haul things.



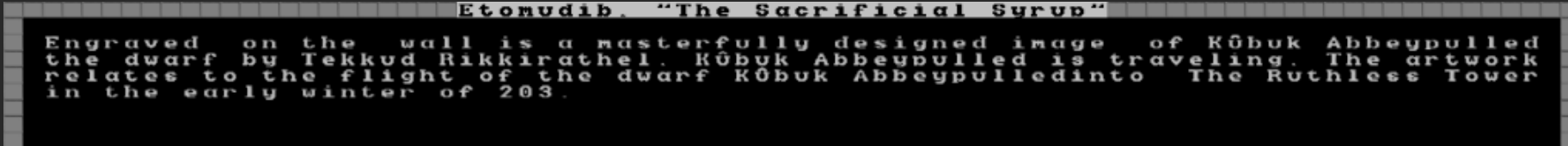
The elves and goblins left us alone pretty much the entire year. They are cowards. I took the time to begin the carving out of the monstrous Valhalla Cave. I also began moving the bones out of the coffins in the peasant catacombs and into their proper slots in the Valhalla Cave.

Just a reminder, Akigagak and Christes are not dead, their names are just in the pic to show thats their tomb. The Valhalla Cave will be much bigger than this one day. There will be space for all forum dead, as well as any computer dwarves that are worth remembering.



Someone made another useless artifact. This time its a dolomite statue. And it has a picture of Olngö Fetidprofane the goblin after the attack in 176 where Letterclose was destroyed and the old King killed and mutilated. Queen Cog became leader of the exiles, and so in the pictures on the statue, we see Queen Cog running off into the Prickle Berry bushes as Olngö carves up the old kings body in front of a bunch of his family and friends.

(Actually...the goblin Olngö is from Blockedlance, not Letterclose, Im just pretending because it would have been REALLY cool if they had engraved THIS. Olon was the King before Cog became queen. Everything fits on this artifact except for the goblin being from 224. So lets pretend hes from 176).



So I have that new engraver right? Well he engraves pretty much the same shit as Urist. The only new one I saw was this one. Blockedlance was destroyed by demons in autumn of 203. Apparently, during the winter when the game was running in world history mode, a dwarf by the name of Kubuk Abbeypulled fled TO this place as a place of refuge. I know not what happened to him, but since there were spirits of fire everywhere, and since he wasnt here when Urist's squad arrive, I can only assume he was a pile of burnt dwarf bones by Spring of 204.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 01, 2009, 12:34:42 pm**

Mogror tossed about in his sleep. There was sweat on his forehead. "No....no!" he mumbled in his dream induced stupor. "No! Not me....you'll never get me!!!" He thrashed wildly and then sat up, his eyes wide open. He was breathing heavily. "Penguins!!!" he shouted.

But he was safe. He was lying on his rickety bed in his cramped stone hovel. His breath slowed. Truly he could feel the demonic forces of this place. They haunted him still.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 01, 2009, 02:23:17 pm**

Penguins?
Penguins...

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 01, 2009, 02:52:00 pm**

Dont worry, no penguins will be harmed in the making of this thread. Just making a joke about inalucts penguin army claiming another victim....er....follower. hahaha

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **April 01, 2009, 06:22:42 pm**

Penguins *will* come. You will be destroyed.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Madmonkey24** on **April 01, 2009, 07:10:43 pm**

I just read this entire thing. And it was awesome.

Could I be a swordsdwarf? Gory glory is my main goal here.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Org** on **April 01, 2009, 08:18:02 pm**

Mod in Penguinmen.

Super DAMBLOCK, strength, all that.

Win.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 02, 2009, 10:33:09 am**

There already three of us on this page.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jarod Cain** on **April 02, 2009, 11:54:59 pm**

Quote from: Org on April 01, 2009, 08:18:02 pm

Mod in Penguinmen.

Super DAMBLOCK, strength, all that.

Win.

We can call them the Underpenguin, they are known for their proficiency in rocketry (ok since we can't have penguins with rockets strapped to their backs, besieging) and mining.
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Hamdinger** on **April 02, 2009, 11:58:24 pm**

<----- The Spirit of Fire (It's not a spaceship damnit!) will melt you foolish antarctic water fowl!

Been reading the psychotic adventures of Urist and I want in. I don't really care what you give me.
Hammerdwarf is preferred but since "Nobody likes Hamdingers" (and you don't have any hammerdwarfs)
I could be a peasant ready for bloody death

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 04, 2009, 10:13:59 pm**

Quote from: Hamdinger on April 02, 2009, 11:58:24 pm

<----- The Spirit of Fire (It's not a spaceship damnit!) will melt you foolish antarctic water fowl!

Been reading the psychotic adventures of Urist and I want in. I don't really care what you give me.
Hammerdwarf is preferred but since "Nobody likes Hamdingers" (and you don't have any hammerdwarfs)
I could be a peasant ready for bloody death

Well I have a Hammerer now that worships Ber Steelearthen. Do you want to be him? Youll be in the arena or just randomly beating dwarves...or both. Should make for fun, no?

Or I can make a dwarf a regular hammerdwarf, but he would just be a wrestler to start because I only have trained axedwarves and marksdwarves.

Also, what do you want to name him? Hamdinger?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 04, 2009, 10:17:18 pm**

Quote from: Madmonkey24 on April 01, 2009, 07:10:43 pm

I just read this entire thing. And it was awesome.

Could I be a swordsdwarf? Gory glory is my main goal here.

Sure I can make one but he wont be trained as a legendary swordsdwarf to start. What do you want to name him?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 05, 2009, 01:38:12 am**



Urist sat upon a platinum throne in what was becoming the altar room for the high priest of Ber Steelearthen. The High Priest was there, along with the High Priestess. They were knelt before the Queen with an offering of kittens for Ber Steelearthen. The priest and priestess had already slit each kitten open, and smeared the blood upon their faces in ritualistic cleansing. Queen Urist sat stone still, watching them closely.

When they were done, they bowed their heads. The Queen stood up, and produced an old dwarven skull. She held it before the two holy dwarves with both hands. Then she solemnly spoke.

"All life dies. One must meditate upon death before one's spirit can attain true wisdom. This skull once held everything this dwarf had ever known. It was this dwarf's entire universe. Now it is empty and drained of it's power. One must ponder this. One must understand what it was that flowed through this being that brought him life. Then and only then will you understand the God that we worship."

The two dwarves gave their ritualistic response in unison. "Glory unto Ber Steelearthen, the Dyes of Brightness, the supreme deity of all jewels and shiny things. It is he who lends us the jewel of life...and all life springs from Ber's jewels."

The Queen gave a nod to the High Priest, who then set the pile of dead cats ablaze. The smoke had nowhere to go within the cave, and wafted throughout the temple, leaving the smell of kitten death soaked into the walls. Urist knew that Ber Steelearthen was watching the blessing of his temple with great delight.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **April 05, 2009, 01:55:57 am**

Ha! Jewels. Was that an intended double entendre?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 05, 2009, 03:20:12 am**

The smell of dead kittens is pleasantly reminiscent of dead kittens.
Ah, happy days.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jim Groovester** on **April 05, 2009, 05:12:56 am**

I'm surprised those two creepy priest people didn't rub themselves down in kitten blood and perform ritualistic coitus. While Queen Urist was watching.

Anyways, I'll take a dwarf/creature. It's an idea I'm blatantly stealing from Douglas Adams, but I think it would be funny to implement it in here.

Entity name: Grigrak
Current Dwarf Name: Jimm
Description: Grigrak is an entity whose sole purpose is to be killed by Queen Urist, either as the cat tallow roast she ate for breakfast or the sacrificial dwarven peasant she killed for Ber Steelearthen. The entity's current incarnation is a dwarf named Jimm, whose time on {Whatever the hell this world is called} is most likely nearing its end.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Madmonkey24** on **April 05, 2009, 12:59:30 pm**

Delicious.

Name: Madmonkey24

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Tradanbattlan** on **April 09, 2009, 09:11:47 pm**

I just read the thread
D:

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 10, 2009, 12:30:34 pm**

Yeah sorry you got killed Tradan, hahaha...but as you can see, pretty much everyone is getting their fair share of bloody death so far. :)

And sorry everyone for the lack of updates. Two midterms this week. Bleh. Next week is spring break but I dont know how much DF time Ill have. Then when we get back I have another two midterms. But then after that Ill have some DF time again.

And heres an update on my headwound - Staples were taken out. Its pretty much healed already. And I just went down to the police station today and picked the guy out of a group of photos. Apparently, she (the elf woman) gave the police the wrong info on the suspect (her husband). Wrong name, wrong address, wrong everything. Pretty crazy. So now theyre both in deep shit. Husband is apparently a parolee, too.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 10, 2009, 12:34:20 pm**

Oh and I didnt forget about the new dwarves....

MadMonkey24 - Swordsdwarf

Hamdinger - I'll make you hammerer, if thats cool? Our hammerer worships Ber now so hes not like the other hammerers.

Jim Groovester - I guess I can make the new engraver possessed by the Jimm entity. Im trying to get him to carve morbid shit on the walls, so Ive taken to locking him in miasmic caves to make him miserable.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Madmonkey24** on **April 10, 2009, 01:18:58 pm**

Wait, you were assaulted? That sucks. Also, glad to see this thing is alive.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 10, 2009, 02:28:02 pm**

Quote from: Madmonkey24 on April 10, 2009, 01:18:58 pm
Wait, you were assaulted? That sucks. Also, glad to see this thing is alive.

Yeah theres a picture of the headwound on page 17. haha

And yes, Urist Salvedangers will never die!!!!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jarod Cain** on **April 10, 2009, 06:08:34 pm**

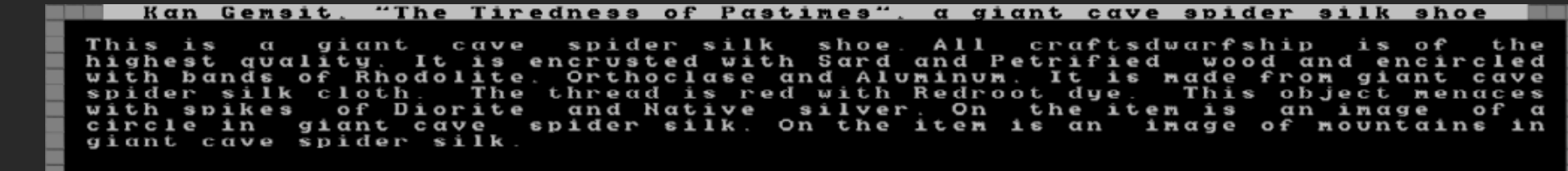
Quote from: MrGimp on April 10, 2009, 12:30:34 pm
And sorry everyone for the lack of updates. Two midterms this week.

Not a problem man, you will simply be forgiven if you give me a dwarf named Steve. So his latent powers of awesome as a disguised Bronze Colossus can reach new heights.
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 16, 2009, 12:20:38 am**

The Queen spoke to herself in her palace, or rather, she spoke to Ber Steelearthen. Ber Steelearthen, however, remained silent.

Still, the queen remained faithful. She dutifully reported the events that transpired in the early part of 226. She spent several hours describing the magnificence of a new artifact.



A cave spider silk shoe with all different colors of cave spider silk and images of random mountains and circles....I mean....this shoe is the be all and end all of dwarven footwear...and there is only one.

When she had finished extolling the virtues of the great shoe, and lamenting its singularity, she then began bitching about the peasants and other inferior types.

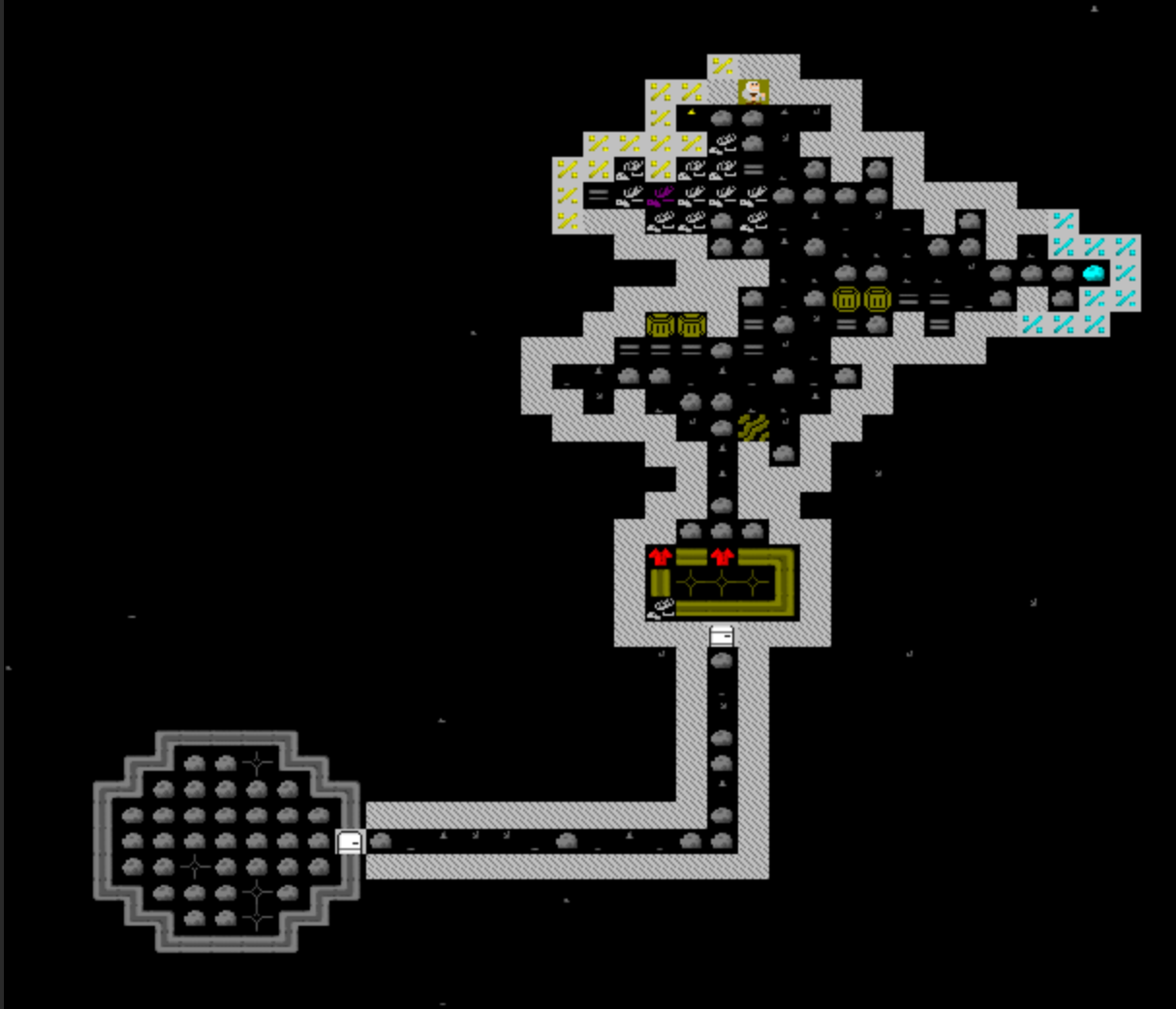
"Oh great lord, one of our trainees managed to kill a kobold the other day. He's gotten quite the big head about it, refusing to fight with anything but a sword even though he knows not how to weild it. He also demands that everyone now call him MadMonkey24. What manner of name this is, I know not my lord. The mind boggles."



"These dwarves vex me lord. I'm terribly vexed. Why....even this new Hammerer - who is a dutiful worshipper of you my lord - has changed his name to Hamdinger. I can only guess that it is some local dialectical twist mangling the Queens Dwarvish."



"The engraver you sent is also causing problems. Apparently, Mister Tekkud Whiskeredringed didnt like being locked in a cave deep in the recesses of Blockedlance, behind our atom smasher junk crusher. Yes lord...I'm making a dwarf live behind our junkyard eating horse tallow and drinking sewer brew! I know you are proud of me."



(to the tune of spongebob squarepants)

Who lives in a trash pile deep in a cave?
Tekkud Whiskeredringed!

"Now Tekkud has gone nutters, completely schizo. He claims he's been possessed by a demonic entity named Jimm. Do you know anything of this, my lord?"

Urist paused, but there was only silence.

Urist sighed. "Lord, I kill and I kill for you....but they keep coming....endless waves of them. And more are born every day due to the power and verility of dwarven seed. I can only hope I am providing you with the strength you need to manifest yourself in this world permanently..."

The room was still and quiet. The silence was deafening. Urist knew she had not killed enough. Ber must be angry...more must die!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 16, 2009, 07:16:39 am**

Well, you do have an engineer of death, a legion of fanatical monks and, of course, the indefatigable will of the dwarf.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 16, 2009, 01:15:03 pm**

Quote from: Jarod Cain on April 10, 2009, 06:08:34 pm

Quote from: MrGimp on April 10, 2009, 12:30:34 pm

And sorry everyone for the lack of updates. Two midterms this week.

Not a problem man, you will simply be forgiven if you give me a dwarf named Steve. So his latent powers of awesome as a disguised Bronze Colossus can reach new heights.
-J-

What kind of dwarf do you want Steve to be? Axedwarf, marksdwarf, lye maker?

As for the being a bronze colossus....he'll have to prove that on the battlefield! ;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 16, 2009, 02:09:55 pm**

Quote from: Maggarg - Eater of chicke on April 16, 2009, 07:16:39 am

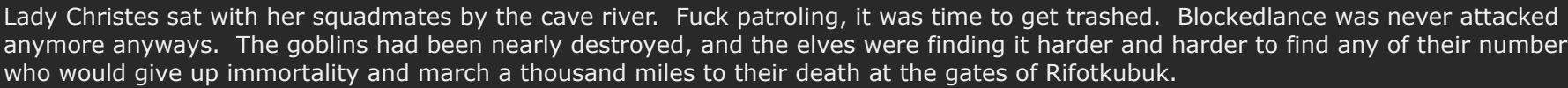
Well, you do have an engineer of death, a legion of fanatical monks and, of course, the indefatigable will of the dwarf.

Unfortunately Mogror's talents are being wasted at present in building the mechanical appendages that spread throughout the fortress to build a drainage system powered by windmills. Sure its an engineering marvel...but its kinda the opposite of engineering death.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Madmonkey24** on **April 16, 2009, 02:44:43 pm**

Making a repeating atom-smasher dwarf-grinder using windmills and pumps and switches and levers. BLOOD FOR THE BLOOD GOD. Also, spikes.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 16, 2009, 04:31:03 pm**



Christes remembered the many times she had sat by the river stroking her Tradan's bushy beard. He was such a loving, innocent little drunk. And he was gone...gone forever. She struggled to turn her mind from the depressing thoughts. There was only one thing that could ease the pain now. "Wheres my beer?" she shouted.

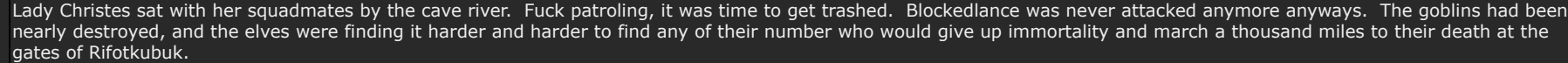
Vabôk Thosbutlikot. Planter has drowned.
Vucar Momuzetost. Planter has drowned.
Melbil Isulducim. Planter has drowned.

On the other side of the fortress, three planters had been sentenced to death by conversion. Gossip spread quickly throughout the fortress, vicious slander such as 'oh, these three planters didnt do anything' and 'hey they were innocent'....stupid remarks of an ignorant nature. Queen Urist personally made her case that these were dwarves guilty of the worst of sins. Gathering the masses in a dining hall, she stood at a podium yelling "Yes they deserved to die, and I hope they burn in hell!!!"

With that, she threw her adamantite mug at a peasant's face and stormed out of the dining room.

Title: Re: Urist Salvedangers the Dwarven Pol Pot
Post by: Tradanbattlan on April 16, 2009, 04:38:07 pm

Quote from: MrGimp on April 16, 2009, 04:31:03 pm



Christes remembered the many times she had sat by the river stroking her Tradan's bushy beard. He was such a loving, innocent little drunk. And he was gone...gone forever. She struggled to turn her mind from the depressing thoughts. There was only one thing that could ease the pain now. "Wheres my beer?" she shouted.

Vabôk Thosbutlikot. Planter has drowned.
Vucar Momuzetost. Planter has drowned.
Melbil Isulducim. Planter has drowned.

On the other side of the fortress, three planters had been sentenced to death by conversion. Gossip spread quickly throughout the fortress, vicious slander such as 'oh, these three planters didnt do anything' and 'hey they were innocent'....stupid remarks of an ignorant nature. Queen Urist personally made her case that these were dwarves guilty of the worst of sins. Gathering the masses in a dining hall, she stood at a podium yelling "Yes they deserved to die, and I hope they burn in hell!!!"

With that, she threw her adamantine mug at a peasant's face and stormed out of the dining room.

D:
I'm sorry for dying, Christes.
BUT I'M A GHOST NOW AND THAT IS AWESOME
YEAAAAAAAAAH

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Christes** on **April 16, 2009, 04:58:54 pm**

I'm sure Christes will be joining her beau soon enough.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Madmonkey24** on **April 16, 2009, 05:01:39 pm**

Dwarven suicide pacts?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jarod Cain** on **April 16, 2009, 11:42:45 pm**

Quote from: MrGimp on April 16, 2009, 01:15:03 pm

What kind of dwarf do you want Steve to be? Axedwarf, marksdwarf, lye maker?
As for the being a bronze colossus....he'll have to prove that on the battlefield! ;D

You doubt the powers of Steve?

. . .
Ok well, you know he was the runt of the litter. As far as profession goes, I'll take either Armorer or a Military dwarf of your choosing. :D
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 17, 2009, 06:05:41 am**

Quote from: MrGimp on April 16, 2009, 02:09:55 pm

Quote from: Maggarg - Eater of chicke on April 16, 2009, 07:16:39 am

Well, you do have an engineer of death, a legion of fanatical monks and, of course, the indefatigable will of the dwarf.

Unfortunately Mogror's talents are being wasted at present in building the mechanical appendages that spread throughout the fortress to build a drainage system powered by windmills. Sure its an engineering marvel...but its kinda the opposite of engineering death.

This is Dwarf fortress. *Everything* is potential death.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Kazindir** on **April 17, 2009, 06:35:43 am**

Quote from: Maggarg - Eater of chicke on April 17, 2009, 06:05:41 am

Quote from: MrGimp on April 16, 2009, 02:09:55 pm

Quote from: Maggarg - Eater of chicke on April 16, 2009, 07:16:39 am

Well, you do have an engineer of death, a legion of fanatical monks and, of course, the indefatigable will of the dwarf.

Unfortunately Mogror's talents are being wasted at present in building the mechanical appendages that spread throughout the fortress to build a drainage system powered by windmills. Sure its an engineering marvel...but its kinda the opposite of engineering death.

This is Dwarf fortress. *Everything* is potential death.

Especially a drainage system. Drainage systems imply large quantities of water tamed by mechanisms, which means mass high-pressure drowning!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 17, 2009, 12:03:37 pm**

Quote from: Kazindir on April 17, 2009, 06:35:43 am

Quote from: Maggarg - Eater of chicke on April 17, 2009, 06:05:41 am

Quote from: MrGimp on April 16, 2009, 02:09:55 pm

Quote from: Maggarg - Eater of chicke on April 16, 2009, 07:16:39 am

Well, you do have an engineer of death, a legion of fanatical monks and, of course, the indefatigable will of the dwarf.

Unfortunately Mogror's talents are being wasted at present in building the mechanical appendages that spread throughout the fortress to build a drainage system powered by windmills. Sure its an engineering marvel...but its kinda the opposite of engineering death.

This is Dwarf fortress. *Everything* is potential death.

Especially a drainage system. Drainage systems imply large quantities of water tamed by mechanisms, which means mass high-pressure drowning!

Good point....drainage implies something to drain....and that implies potential mass watery death if someone were to forget to pull some levers....or if they pulled too many. So yeah....Mogror's currently building the Fortress Take a Bath device. May it one day bring glory unto Ber.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 17, 2009, 12:08:46 pm**

Quote from: Jarod Cain on April 16, 2009, 11:42:45 pm

Quote from: MrGimp on April 16, 2009, 01:15:03 pm

What kind of dwarf do you want Steve to be? Axedwarf, marksdwarf, lye maker?
As for the being a bronze colossus....he'll have to prove that on the battlefield! ;D

You doubt the powers of Steve?

. . .
Ok well, you know he was the runt of the litter. As far as profession goes, I'll take either Armorer or a Military dwarf of your choosing. :D
-J-

Damn....I want Steve to be the armorer but our only armorer right now is the dungeon master. Our armorers keep dying. It would be cool if all our legendary armor was 'masterfully crafted by Steve'. Well...we have a legendary weaponsmith...wanna be him?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 17, 2009, 12:17:49 pm**

Well, 226 finished up without much further ado....oh...except a goblin siege. But I only bothered to stop building shit around the map long enough to tell my military, 'move here, kill, okay now move back'.

No dwarves died. Blood got everywhere.



But in a most foul turn of events, the House of Erib, having controlled the administration of Blockedlance for roughly a decade, has expanded their operations into business affairs. All the shops had previously belonged to the old trader who was now the High Priestess. The temple filled it's coffers from the profits of the shops. With the House of Erib making a move to sieze the commerce of the fortress, the Queen was forced to respond.

Urist convened a secret meeting of the Freemason's council deep in the forest to the south. In a dark grove late at night, under a diorite owl statue they gathered to plot their scheme.

"Grand Master Myth," spoke the Queen. Myth was decked out in full masonic regalia, the white apron with the compass square embroidered on it, a cave spider silk cloak with a hood to add to the spookiness, and a gold scepter in his hand to show the other masons who the grand master was.

"Yes, your majesty?"

"The mason's must establish an independant source of wealth. We must become a seperate entity within the fortress. We must be subtle and elusive, and we must confront the House of Erib on all their endeavors, lest they steal the power from us."

"Yes, your majesty. What would you have us do?"



She ordered her loyal band of cronies to buy up one of the other temple properties. Now the Freemasons and the House of Erib would duke it out for control of the clothing trade in and around Blockedlance.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Guy Montag** on **April 17, 2009, 01:09:48 pm**

This is one of the more entertaining community stories i've read so far.

Posting so I can monitor the progress.

Also, I've noticed this fortress has A LOT of children. 47 of them?! Surely their lives would be more useful as sacrifice to Ber Steelearthen then the productivity of the fortress?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 17, 2009, 02:17:37 pm**

Mass baby slaughter?
Make a daycare centre, then fill it with goblins.
Goblins that are *on fire*.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Tradanbattlan** on **April 17, 2009, 02:18:13 pm**

Quote from: Maggarg - Eater of chicke on April 17, 2009, 02:17:37 pm
Mass baby slaughter?
Make a daycare centre, then fill it with goblins.
Goblins that are *on fire*.

And have just had their food taken away.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Madmonkey24** on **April 17, 2009, 02:37:16 pm**

Quote from: Maggarq - Eater of chicke on April 17, 2009, 02:17:37 pm

Mass baby slaughter?
Make a daycare centre, then fill it with goblins.
Goblins that are *on*

Quote from: Tradanbattlan on April 17, 2009, 02:18:13 pm

Quote from: Maggarq - Eater of chicke on April 17, 2009, 02:17:37 pm

Mass baby slaughter?
Make a daycare centre, then fill it with goblins.
Goblins that are *on fire*.

And have just had their food taken away.

fire.[/i]

Who are all equipped with whips scourges.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 17, 2009, 02:58:52 pm**

Quote from: Madmonkey24 on April 17, 2009, 02:37:16 pm

Quote from: Maggarq - Eater of chicke on April 17, 2009, 02:17:37 pm

Mass baby slaughter?
Make a daycare centre, then fill it with goblins.
Goblins that are *on*

Quote from: Tradanbattlan on April 17, 2009, 02:18:13 pm

Quote from: Maggarq - Eater of chicke on April 17, 2009, 02:17:37 pm

Mass baby slaughter?
Make a daycare centre, then fill it with goblins.
Goblins that are *on fire*.

And have just had their food taken away.

fire.[/i]

Who are all equipped with whips scourges.

The scourges are on fire. They menace with spikes of pain.
The spikes are on fire.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **mythmonster2** on **April 17, 2009, 03:27:08 pm**

Well damn. Those Eribites don't know when to stop messing around.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jim Groovester** on **April 17, 2009, 06:45:07 pm**

Okay, Mr. Gimp. I must nitpick my character.

Spoiler: Somewhat Relevant Information (click to show/hide)
You see, in Life, the Universe, And Everything, Douglas Admas' third novel in the Hitchhiker's Guide series, during Arthur Dent's travels through space and time, he eventually wound up in a creepy temple under mysterious circumstances. The temple was occupied by a creature called Agrajag.

Agrajag has a miserable existence. He is continuously reincarnated as many different forms, only to die either directly or indirectly by Arthur Dent. One incarnation was a rabbit that was killed by Dent for food. Another was a man who had a heart attack after Arthur Dent suddenly appeared on a cricket field. Another was a man in a disco who saw Arthur Dent as the earth was destroyed. Agrajag's incarnations always ended by Arthur Dent's presence.

As Agrajag was reincarnated over and over again, the fact that Arthur Dent was killing him was something he only became dimly aware at the moment of his death, when he would somehow recognize Arthur Dent from his previous incarnations.

So Arthur Dent arrives in the temple, where Agrajag wishes to exact vengeance. Unfortunately, Agrajag pulled Arthur Dent too soon, as Dent did not remember killing Agrajag's final incarnation.

The entity is called Grigrak, not Jimm. Jimm is the current dwarf incarnation of Grigrak, and that Queen Urist is killing Grigrak again should only become aware to him at the moment of his death. Otherwise, a miserable existence is fine.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jarod Cain** on **April 18, 2009, 08:41:19 am**

Quote from: MrGimp on April 17, 2009, 12:08:46 pm

Damn....I want Steve to be the armorer but our only armorer right now is the dungeon master. Our armorers keep dying. It would be cool if all our legendary armor was 'masterfully crafted by Steve'. Well...we have a legendary weaponsmith...wanna be him?

Weaponsmith is just as good man.
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 19, 2009, 12:25:18 pm**

Metropolis Rifotkūbuk. "Blockedlance"					1st Granite. 227. Early Spring				
Animals		Kitchen		Stone	Stocks	Prices	Currency	Justice	
Created Wealth:		5621603✱		Population:		194			
Weapons:		388685✱		Miners		14		Champions	41
Armor and Garb:		583475✱		Woodworkers		4		Axedwarves	None
Furniture:		402041✱		Stoneworkers		2		Axe Lords	None
Other Objects:		2585909✱		Rangers		1		Swordedwarves	None
Architecture:		823874✱		Metalsmiths		3		Swordmasters	None
Displayed:		383735✱		Jewelers		4		Hacedwarves	None
Held/Worn:		453884✱		Craftsdwarves		9		Hace Lords	None
Imported Wealth:		2130908✱		Nobles/Admins		9		Hammerdwarves	None
Exported Wealth:		162858✱		Peasants		4		Hammer Lords	None
Food Stores:		16068		Children		35		Speardwarves	None
Meat		104	Seeds	Fishery Workers		5		Spearmasters	None
Fish		21	Drink	Farmers		33		Marksdwarves	23
Plant		645	Other	Engineers		2		Elite Mrksdwrve	5
				Trained Animals		A None		Wrestlers	None
				Other Animals		A 14		Elite Wrestlers	None
								Recruits	None

Our legendary stonecrafter Asmel was sent down into the temple to pull a lever. Tragedy usually struck people sent to pull levers in the temple. But what choice did she have? She had to do what she was told, or die.

Asmel entered the strange booth, and sat down next to the lever. She pulled for many hours. Back and forth, back and forth. That was the course of her day until all of a sudden the lever jammed. She knew not what it was catching on. She jerked it again. Now it just seemed more stuck. She pulled back until the lever loosened, then she pushed the lever forward again with all her might. Again the

lever met resistance.

"What was that?" Asmel said aloud. She thought she had heard some high pitched noise...possibly metal squealing against metal? The sound was muffled by the great stone walls of Blockedance. "Oh well, no matter..."

Asmel went back to jerking the lever back and forth. The resistance was getting less and less as she went on. Whatever the gears were caught on was loosening up.

"Whew...Im tired," Asmel said after a while. She wiped her brow and then got up and left the booth. As she opened the door and entered the hallway there was a most gruesome scene. "HOLY FUCKING MOTHER OF THE GODS!!!!"

There before her lay the mangled corpses of two of her young children.



There was also the pierced and leaking body of a guard dwarf that had been stationed in the hallway.

The blood, guts, and brains of her children were splattered everywhere. She nearly collapsed into tears, but instead she ran off to get some booze.

Re: **Urist Salvedangers the Dwarven Pol Pot**
 Sent by: **Maggarg - Eater of chicke** on **April 19, 2009, 12:36:21 pm**

Mwahahahah.

Re: **Re: Urist Salvedangers the Dwarven Pol Pot**
 Sent by: **Tradambattlan** on **April 19, 2009, 01:09:17 pm**

"Hey! This lever cries when you pull on it! Awesome!"
 yank shove yank shove
 "Yaaaaay! Ahahaha!!"
 thud, thud
 "Hey kids! I'm off to get some booze!"

Re: **Urist Salvedangers the Dwarven Pol Pot**
 Sent by: **Madmonkey24** on **April 19, 2009, 06:12:15 pm**

[illegible]

Re: **Re: Urist Salvedangers the Dwarven Pol Pot**
 Posted by: **MrGimp** on **April 19, 2009, 11:00:58 pm**



We are sieged in Spring 227. We suffer no casualties by the goblins, but we have lost yet another legendary dwarf to our moat.

Damn moat.



In economic news, the House of Erib just simply cannot compete with the super capitalism practiced by Queen Urist. The Queen colluded with her cronies to crash the dwarven credit markets. This caused debt ratios to skyrocket, and the Royal Reserve Board was established (it was just a bunch of Freemasons) to dole out bailout funds to those businesses it deemed too big to fail.

Of course, the exotic clothing shop was NOT deemed too big to fail, and now the Erib worshippers are clamoring to sell their shop for much less than what they had bought it for. Even at this price, it would be tough to find a buyer in the market conditions brought on by the Royal Reserve Board's market crashing extortion.

Clothing Shop

Shopkeeper:
Athel Olinlilum. Freemason

For Sale at 1191*

Meanwhile, the increased production of cave spider silk robes, hoods, trousers, and socks, as well as various leather shoes, has caused the value of the Freemason's clothing store to rise 10%.

Sibrek Gidthuriteb. Recruit has bled to death.
Squad "The Mornings of Shooting" has been annihilated!

In other news, another migrant has died in the temple. Im not losing sleep over it.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 19, 2009, 11:05:29 pm**



Heres the palace, I havent shown it in a while. I put gold lined paths in the throne room and royal bedroom. In the throne room there is a purple rose gold path, in the royal bedroom the path is cobaltite. Right after this picture was taken I also put in an artifact dolomite statue in the room right before the bedroom. Youll see it in other shots later Im sure.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Guy Montag** on **April 19, 2009, 11:20:05 pm**

Sure looks like there is a lot in the way of exposed Cinnabar viens in the Royal Palace, unless I'm mistaking The bright red engraved walls as something else.

It would explain alot if the former is the case.

Well, for being a dystopian, nightmarish mockery of sane society, the architecture of the fortress is very tastefully done.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Christes** on **April 20, 2009, 12:14:09 am**

Yeah, perfect touch if that's cinnabar.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 20, 2009, 10:26:46 am**

Hahaha that WOULD be awesome if she was going insane from the mercury leeching into her system from the cinnabar! Unfortunately, the red stuff in the palace is hematite. Urist's madness comes from within. :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 20, 2009, 11:05:54 am**

Quote from: MrGimp on April 20, 2009, 10:26:46 am

Hahaha that WOULD be awesome if she was going insane from the mercury leeching into her system from the cinnabar! Unfortunately, the red stuff in the palace is hematite. Urist's madness comes from within. :P

Then she needs a cinnabar temple a la migrursut.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 20, 2009, 11:18:47 am**

Quote from: Maggarg - Eater of chicke on April 20, 2009, 11:05:54 am

Quote from: MrGimp on April 20, 2009, 10:26:46 am

Hahaha that WOULD be awesome if she was going insane from the mercury leeching into her system from the cinnabar! Unfortunately, the red stuff in the palace is hematite. Urist's madness comes from within. :P

Then she needs a cinnabar temple a la migrursut.

You know, I've never read Migrursut. Its so long and my eyes will melt into my brain like they did through Nist Akath. But now you've got me interested. So they built a cinnabar temple, eh? Thats pretty fucking genius!

I had other temples on the list of megaprojects...but damn those other gods! Im building something out of cinnabar!!! Perhaps a cinnabar bath house? That way all the dwarves can come to see things Urist's way.

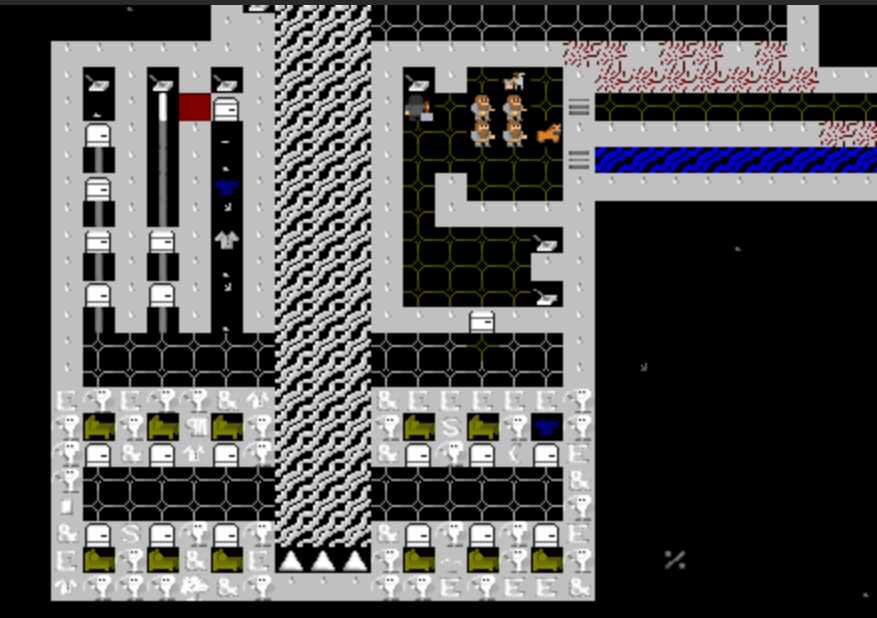
Ill have to import cinnabar blocks from the humans. I have none on my map.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 20, 2009, 01:19:09 pm**

Queen Urist continued to stress over her deity's lack of existence. She had sacrificed roughly a hundred dwarves unto Ber Steelearthen. Each dwarf had roughly a century of life left in them, the children having 150-170 years or so....that meant she had provided Ber Steelearthen with over 10,000 years of dwarf life essence. Then there were also the countless animals, and the dozens of elves and goblins killed in the temple over the years. The elves carried powerful juju....shouldnt just one elf be capable of filling a gods mana meter all the way up?

Urist dared not question the reality of her vision. True, it was a faint light that lit her way, but the thought of the rewards a god could bestow kept her focused. She blocked out all thoughts that she had hallucinated her God's voice. Afterall, she had dreamt of building a temple over the red sandy wastes so intensely that it had felt like a command. And now it was built, and Ber had revealed himself. He had given his command, to kill and to not stop killing.

Until he came again with a new order, Urist would obey his command.



Urist worked the fort up about the lack of shell for so many years. The shell crisis had finally been sovled by royal intervention and a monopoly of trading power by Urist and the Duchess (the Duchess's son and now daughters are taking turns being trader to get the purple). The new bounty of shells have exposed the problems in the old production system: over-fishing and extinction of turtles.

Holding a mock trial, she rounded up every fisherdwarf in the fort and sentenced them to death by conversion for crimes against the ecosystem. Our executioner Hamdinger pulled the lever himself.



The woodworkers watched these events with great anxiety. They looked out at the burnt red desert that had once been a forest, and wondered if they too would soon be kissing their asses good bye.

Only time would tell...

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Madmonkey24** on **April 20, 2009, 02:35:50 pm**

I suggest the creation of a doomsday device. Ideas?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 20, 2009, 03:20:10 pm**

Ah, Mogror approves.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Zulaf** on **April 20, 2009, 03:48:26 pm**

Doomsday? i got an idea... Build a BIG tank oooo about as wide as it can be and maybe 4-6 tiles high, and fill it with water but support it with only one support beam and when the time feels right, well ya'know "SPLASH!" "AAAAHH I CANT SWIM" "GURGLE GURGLE BLURB".

Bonus points for locking the queen and a few loyal supporters in the temple to continue there worship, maybe keep a few sacrifices in there too. Then after most of the water drains build up the place and the tank again and do it all over again..... Rinse and repeat.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Tradanbattlan** on **April 20, 2009, 06:27:33 pm**

Meeting hall with 4-way floodgates, anyone?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 20, 2009, 06:47:44 pm**

Im dying here trying to bite my tongue hahaha.....but I dont want to give away the story. But keep throwing out ideas if you have em Im always open to listen.

I kinda have a general gist of an idea of where the story is going, but Ive mostly been free balling it and making shit up as I go this entire

time. If you can throw out fortress-ending/mass-dwarf-killing/targeted-child-killing ideas Ill gladly take heed and incorporate them if I really like em.

Title: Re: Urist Salvedangers the Dwarven Pol Pot
Post by: Tradanbattlan on April 20, 2009, 06:50:51 pm

Oh! Have a lever next to two floodgates, one to let water in and one out. Dwarf goes to pull lever, water sweeps him away into who knows where.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 20, 2009, 07:09:31 pm**

Summer 227

Metropolis Rifotkūbuk. "Blockedance"				1st Hematite. 227. Early Summer									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:				5634312*		Population:		187					
Weapons:				393329*		Miners		15		Champions		40	
Armor and Garb:				618799*		Woodworkers		4		Axe Lordes		None	
Furniture:				407981*		Stoneworkers		2		Swordedwarves		None	
Other Objects:				2525139*		Rangers		None		Swordmasters		None	
Architecture:				831436*		Metalsmiths		3		Macedwarves		None	
Displayed:				388707*		Jewelers		4		Mace Lordes		None	
Held/Worn:				468921*		Craftsdwarves		9		Hammerdwarves		None	
Imported Wealth:				2294327*		Nobles/Admins		9		Hammer Lordes		None	
Exported Wealth:				162858*		Peasants		4		Spearwarves		None	
Food Stores:				15214		Children		31		Spearmasters		None	
Meat				92		Fishery Workers		None		Marksdwarves		23	
Seeds				978		Farmers		34		Elite Mrksdwrvs		5	
Fish				20		Engineers		2		Wrestlers		2	
Drink				7460		Trained Animals		None		Elite Wrestlers		None	
Plant				553		Other Animals		11		Recruits		None	
Other				6113									

```

Dwarf Fortress
Unib Kenoddom. Marksdwarf is more experienced.
Stinthad Kollotol. Brewer cancels Brew Drink: Needs empty barrel.
Tulon Bomrekâbir. Wrestler is more experienced.
Lokum Dod&klerom. Gem Setter cancels Drink: Taken by mood.
Lokum Dod&klerom. Gem Setter has been possessed!
Catten Likotstigaz. Glassmaker cancels Store Item in Stockpile: Job item
misplaced.
Lokum Dod&klerom has claimed a Jeweler's Workshop.
Lokum Dod&klerom has begun a mysterious construction!
&nul Limulkikrost has created a masterpiece!
Sazir Cerols&krith. Child has been impaled on spikes.
Atis Athelk&ud. Eribite Brewer/Cook cancels Brew Drink: Needs empty
barrel.
Al&th S&zkuldod&k. Eribite is more experienced.
Imush Datanral. Child has been impaled on spikes.
Tirist Okanglikot. Marksdwarf is throwing a tantrum!
Stinthad Kollotol has created a masterpiece!
Tirist Okanglikot. Marksdwarf has calmed down.
Lokum Dod&klerom. Gem Setter has created Istrath itd&un. a perfect white
chalcedony!
Ducim Ins&latis. Child is throwing a tantrum!

```

So Asmel the stonemason goes back down to the temple after getting real smashed on whip wine. She finishes off her other two kids, and now her husband the marksdwarf is throwing a tantrum! Come on be a man, get over it. Its just your kids.

The elves attack us this summer!

<http://mkv25.net/dfma/movie-1294-damnelves> (<http://mkv25.net/dfma/movie-1294-damnelves>)

Spoiler (click to show/hide)
When they come against the breach in our walls, a mechanic happens to be outside looking for socks. He nearly pees his pants and flees in terror from the fancy menace.

The elf wrestlers....errrr....the elf maji launch a substantial barrage of fireballs at our noble champions, but their efforts are futile. Only some nameless random dwarf got hit, and he only burned his hands a little bit. Of course....once the battle was over his wounds overcome him, and he lay down on the burning battlefield awaiting the approaching flames...

```

Tosid Ozkakimush Usheshkor
Tosid Carrydike the Impriso

upper body Unconscious
lower body
head Winded
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot Thirsty
left foot

g: Gen i: Inv n: Pref w: Wnd
Space: Done

```

About this same time a human caravan shows up. Their approach trajectory leaves a little to be desired.



All burn...



Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Tradanbattlan** on **April 20, 2009, 07:58:02 pm**

Quote from: MrGimp on April 20, 2009, 07:09:31 pm
Summer 227

Metropolis Rifotkûbuk. "Blockedance"				1st Hematite. 227. Early Summer									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		5634312*		Population:		187							
Weapons:		393329*		Miners		15		Champions				40	
Armor and Garb:		618799*		Woodworkers		4		Axe Lordes				None	
Furniture:		407981*		Stoneworkers		2		Swordsdwarves				None	
Other Objects:		2525139*		Rangers		None		Swordmasters				None	
Architecture:		831436*		Metalsmiths		3		Macedwarves				None	
Displayed:		388707*		Jewelers		4		Mace Lords				None	
Held/Worn:		468921*		Craftsdwarves		9		Hammerdwarves				None	
Imported Wealth:		2294327*		Nobles/Admins		9		Hammer Lords				None	
Exported Wealth:		162858*		Peasants		4		Speardwarves				None	
Food Stores:		15214		Children		31		Spearmasters				None	
Meat		92		Fishery Workers		None		Marksdwarves				23	
Seeds		976		Farmers		34		Elite Mrksdwrve				5	
Fish		20		Engineers		2		Wrestlers				2	
Drink		7460		Trained Animals		None		Elite Wrestlers				None	
Plant		553		Other Animals		11		Recruits				None	
Other		6113											

Dwarf Fortress

Unib Kenoddom. Marksdwarf is more experienced.
Stinthad Kollitol. Brewer cancels Brew Drink: Needs empty barrel.
Tulon Bomrekâbir. Wrestler is more experienced.
Lokum Dodâklerom. Gem Setter cancels Drink: Taken by mood.
Lokum Dodâklerom. Gem Setter has been possessed!
Catten Likotstigaz. Glassmaker cancels Store Item in Stockpile: Job item misplaced.
Lokum Dodâklerom has claimed a Jeweler's Workshop.
Lokum Dodâklerom has begun a mysterious construction!
Anul Limulkikrost has created a masterpiece!
Sazir Cerolsâkrith. Child has been impaled on spikes.
Atis Atheikôd. Eribite Brewer/Cook cancels Brew Drink: Needs empty barrel.
Alâth Sâkzuldodâk. Eribite is more experienced.
Imush Datanral. Child has been impaled on spikes.
Tirist Okanglikot. Marksdwarf is throwing a tantrum!
Stinthad Kollitol has created a masterpiece!
Tirist Okanglikot. Marksdwarf has calmed down.
Lokum Dodâklerom. Gem Setter has created Istrath itdûn. a perfect white chalcedony!
Ducim Ineêlatîs. Child is throwing a tantrum!

So Asmel the stonemcrafter goes back down to the temple after getting real smashed on whip wine. She finishes off her other two kids, and now her husband the marksdwarf is throwing a tantrum! Come on be a man, get over it. Its just your kids.

The elves attack us this summer!

<http://mkv25.net/dfma/movie-1294-damnelves> (<http://mkv25.net/dfma/movie-1294-damnelves>)

[Spoiler](#) (click to show/hide)

When they come against the breach in our walls, a mechanic happens to be outside looking for socks. He nearly pees his pants and flees in terror from the fancy menace.

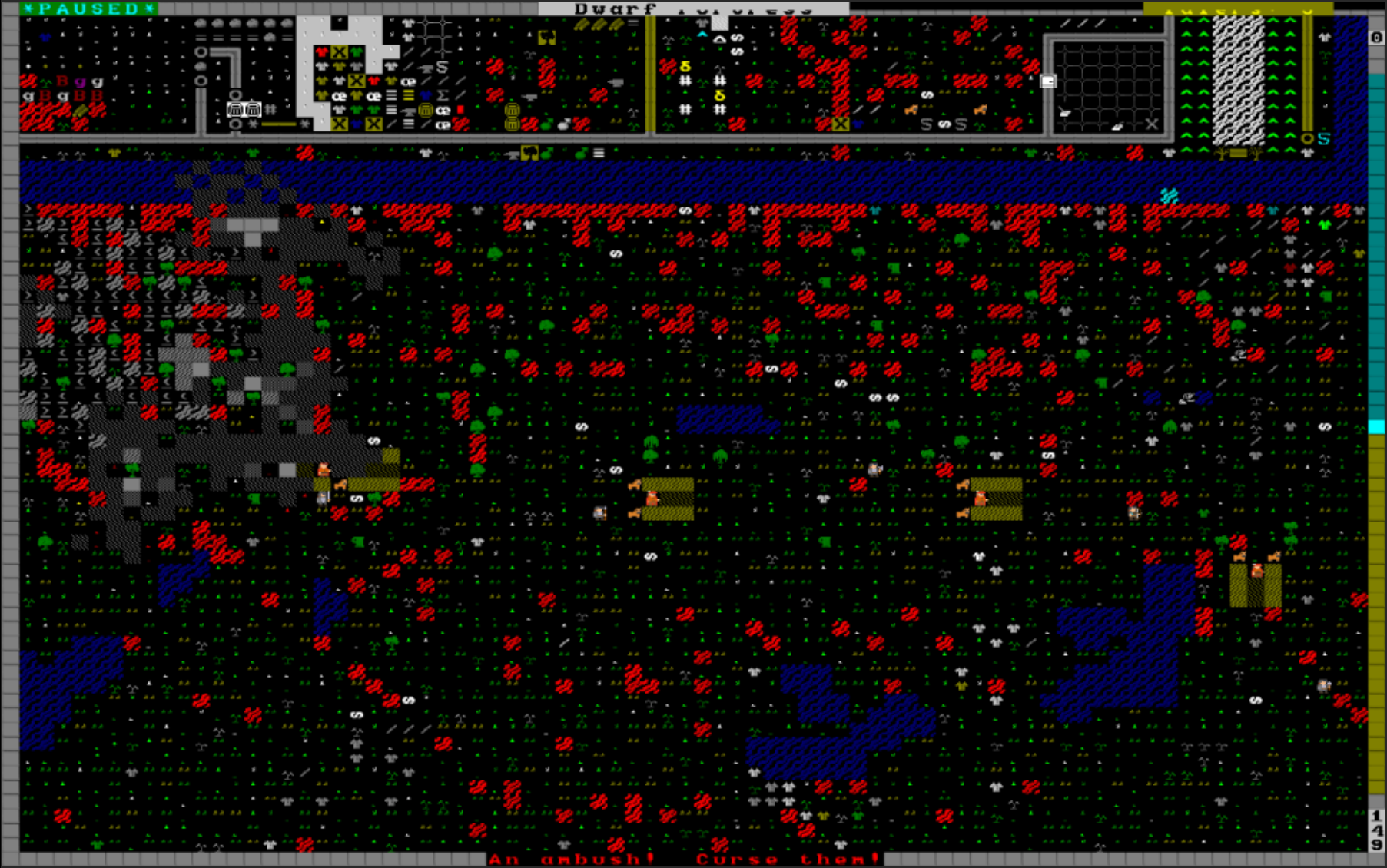
The elf wrestlers....errrr....the elf maji launch a substantial barrage of fireballs at our noble champions, but their efforts are futile. Only some nameless random dwarf got hit, and he only burned his hands a little bit. Of course....once the battle was over his wounds overcome him, and he lay down on the burning battlefield awaiting the approaching flames...

```
Tosid Ozkakimush Usheshîkor
“Tosid Carrydike the Impriso

upper body      Unconscious
lower body
head            Winded
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot      Thirsty
left foot

g: Gen  i: Inv  p: Pref  w: Wnd
Space:  Done
```

About this same time a human caravan shows up. Their approach trajectory leaves a little to be desired.



All burn...



Remember: Fire is only dangerous when you arent the one who started it (or when booze is around).
I should know. I'm a ghost.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Guy Montag** on **April 20, 2009, 09:01:40 pm**

Well, with the Elves and Goblins being causally destroyed by the military, I can't imagine her being ousted by a foreign power in the way Pol Pot was removed, I think of one way for Urist's madness to end is via a coup d'etat. No foreign power can dislodge her, fireball slinging elven crusaders included.

But her stranglehold on the populace is total, and she is actively repressing, in a multi-tiered effort on all fronts, all remotely potential malcontents. A military coup could be in order, but how loyal is her military and how do their leader's view her vision of Steelearthen? Who leads them? Where do their loyalties lie?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Eagle** on **April 21, 2009, 01:28:04 am**

Posting in an epic story. Damn, this is crazy. I especially love how you actually managed all this from a ruined pile with only one dwarf.

Also, can i get a dwarf? Name of Eagle, make him a miner thats antisocial and have him carve a little burrow for himself somewhere deep in the mines. Bonus points if he furnishes and decorates it all himself. Mad uber bonus points if he makes a small, independent cave over there.

If you dont have any miners to spare, just toss him in the military as an axedwarf.

Guy: Dammit, i was looking at your name for about five minutes before i realized that it was from Fahrenheit 451.

Thanks, and keep up the awesome story!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Lord Dullard** on **April 21, 2009, 03:38:12 am**

Indeed, epic thread is epic.

Requesting an axedwarf. 'Dullard' works just fine.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Christes** on **April 21, 2009, 11:53:26 am**

It has been said that Boatmurdered shows how games can go to hell and Nist Akath shows how games can stall and become easy.

In the same way, this thread showcases the sadism of DF players.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Argonnek** on **April 21, 2009, 08:12:48 pm**

I have an Idea for a dwarven ~~murder~~ race track:
dig out long, one wide tunnels
put a door at one end
place a useless peasant in there and starve them
line the tunnel with pressure plates and spikes
put food on the side opposite the peasant
open the door
8)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Tradambattlan** on **April 21, 2009, 08:18:07 pm**

Quote from: Argonnek on April 21, 2009, 08:12:48 pm

I have an Idea for a dwarven ~~murder~~ race track:
dig out long, one wide tunnels
put a door at one end
place a useless peasant in there and starve them
line the tunnel with pressure plates and spikes
put food on the side opposite the peasant
open the door
8)

8)

Title: Re: Urist Salvedangers the Dwarven Pol Pot
Post by: ousire on April 21, 2009, 08:57:06 pm

Quote from: Tradanbattlan on April 21, 2009, 08:18:07 pm

Quote from: Argonnek on April 21, 2009, 08:12:48 pm

I have an Idea for a dwarven murder race track:
dig out long, one wide tunnels
put a door at one end
place a useless peasant in there and starve them
line the tunnel with pressure plates and spikes
put food on the side opposite the peasant
open the door
8)

8)

8)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Eagle** on **April 21, 2009, 09:22:23 pm**

Quote from: ousire on April 21, 2009, 08:57:06 pm

Quote from: Tradanbattlan on April 21, 2009, 08:18:07 pm

Quote from: Argonnek on April 21, 2009, 08:12:48 pm

I have an Idea for a dwarven ~~murder~~ race track:
dig out long, one wide tunnels
put a door at one end
place a useless peasant in there and starve them
line the tunnel with pressure plates and spikes
put food on the side opposite the peasant
open the door
8)

8)

8)

;D

;D

Re: **Urist Salvendangers the Dwarven Pol Pot**
 Sent by: **Lord Dullard** on **April 21, 2009, 09:47:07 pm**

Quote from: Argonnek on April 21, 2009, 08:12:48 pm

I have an Idea for a dwarven ~~murder~~ race track:
dig out long, one wide tunnels
put a door at one end
place a useless peasant in there and starve them
line the tunnel with pressure plates and spikes
put food on the side opposite the peasant
open the door
8)

Hm...

This is good, but it's missing a basic precept of the racetrack. It needs competition to survive!

Make the pressure plates on the tracks trigger spikes/evil death machines/etc. on OTHER tracks. Whichever peasant moves his filthy ass first and fastest lives - the others get to suffer for their laziness!

Title: Re: Urist Salvedangers the Dwarven Pol Pot
Post by: Tradanbattlan on April 21, 2009, 10:56:53 pm

Quote from: Lord Dullard on April 21, 2009, 09:47:07 pm

Quote from: Argonnek on April 21, 2009, 08:12:48 pm

I have an Idea for a dwarven ~~murder~~ race track:
dig out long, one wide tunnels
put a door at one end
place a useless peasant in there and starve them
line the tunnel with pressure plates and spikes
put food on the side opposite the peasant
open the door
8)

Hm...

This is good, but it's missing a basic precept of the racetrack. It needs competition to survive!

Make the pressure plates on the tracks trigger spikes/evil death machines/etc. on OTHER tracks. Whichever peasant moves his filthy ass first and fastest lives - the others get to suffer for their laziness!

8)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 21, 2009, 11:23:26 pm**

Eagle, Lord Dullard - I'll get you guys a dwarf, Im a little ahead of the story right now, and some big things happen in the plot that I got to get through first. But I wont forget you when I get the story caught up to the game.

Argonnek - Your idea is pretty fucking awesome, and Lord Dullard's refinement is even more awesomer. I may just have to do that...

Guy Montag - Your analysis of the political situation is spot on! haha...good idea with a military coup. Realistically a General/Lord somewhere would probably want to see the random killing stopped....or to take control of it himself. Hmmmm.....

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 21, 2009, 11:27:02 pm**

Quote from: Christes on April 21, 2009, 11:53:26 am

It has been said that Boatmurdered shows how games can go to hell and Nist Akath shows how games can stall and become easy.

Damn....to be mentioned alongside such esteemed literature as Boatmurdered and Nist Akath is an honor I cannot live up to! I shall have to add even more blood and murder!!!

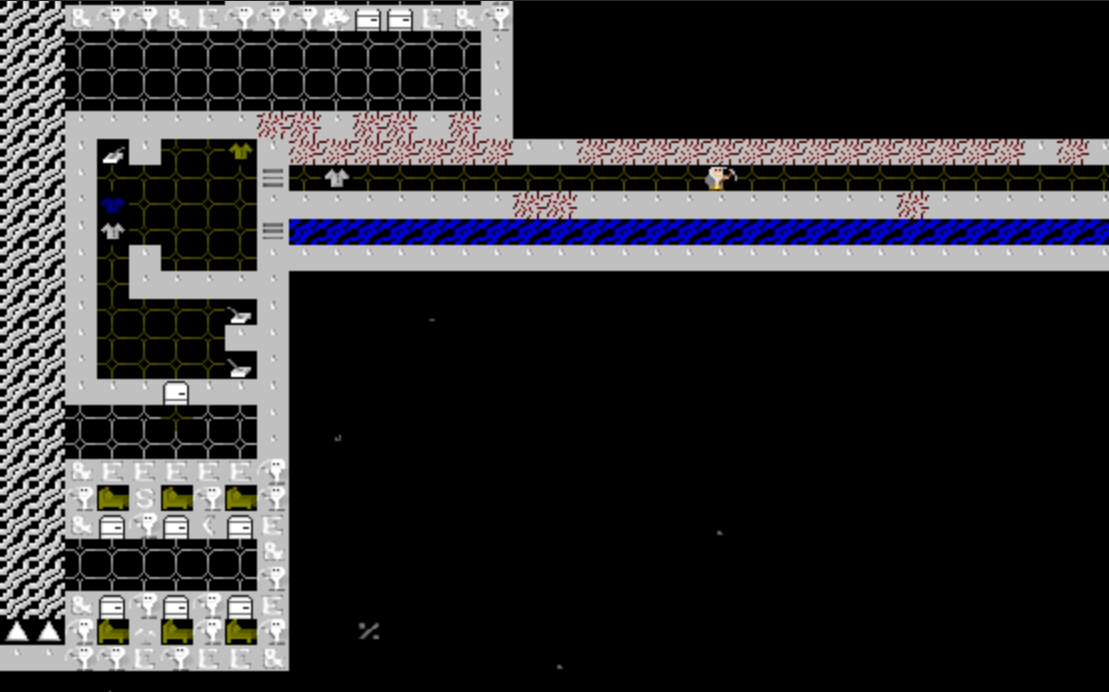
Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 22, 2009, 12:00:51 am**

Chapter #8 - The Jewel of Life

(chapter is alternatively titled "Murder Kill Blood Dripping Fucking Death")

Urist felt called. She knew it was time. She could feel the Steelen one calling to her as never before. His power was even greater than before....she felt as if she was communing with him in a way beyond words....it was almost....orgasmic.

Yes....it was time....



There was a miner in the tunnel and a Butcher locked in his hovel with his kids. All were slowly rotting to death, their life essence being consumed by the almighty God of Jewels.



The miner had thought he would become a Freemason upon completion of his craft. He was wrong. There were already plenty of Freemasons, and Urist didn't want a crowd as her inner circle. He knew too much, and had to die.

The Butcher had failed at his lever pulling duties. The moron wounded himself and went to recuperate. Urist had him locked up along with his children to prevent such idiocy from spreading like a plague.

As they slowly gave their lives to the Dyes of Brightness, Urist walked to the temple. When she arrived in the unfinished altar room, she dismissed the High Priest and Priestess, who had been meditating. When they were gone and the room sealed, she bowed before the altar. The voice of Ber Steelearden, even louder than before, rang out at once.

"CHOSEN ONE!!!"

"Yes lord, I felt you calling me, it is great to be in your graces, lord! I was afraid I had displeased you!"

"No Chosen One, I am not displeased. You have given me eons, and I shall reward you with life everlasting so long as you serve me!"

"Yes my lord!!! Yes yes!!! Thank you my lord, I will kill for my immortality!"

"Chosen one, be careful. To cull the herd too much is to destroy it. Killing is a means to an end. Life has its place as well. Life must be cultivated before it can be harvested. That is your purpose, that is why you rule over the dwarven cattle."

"Yes, almighty one, I understand."

"No. You do not. You understand that I want to cultivate souls for their power, but you do not understand why they have any power to begin with. Sit, and I will teach you, for you must learn if you wish to follow me."

"Yes my lord," said Urist. She leaned back from her kneeling, and sat cross legged before the altar.

"I have been called many things over the eons, and you know me as Ber Steelearden. I have been known to command many powers by the many dwarves who witnessed different aspects of my nature. The power you most associate with me in your time is the power over wealth and jewels. This is only partly correct, Chosen One. You must understand that I was once the God of Gods, a god of power. I still am a god of power, not just over petty jewelry. But power lives by the golden rule, that he who has the gold makes the rules...that is where your kind made the mistake that I am a God of wealth. No, I am god of all things, life and death. I am the God of the Jewel of Life. Do you know what the jewel of life is Chosen One?"

"No my lord...what is this jewel?"

"The jewel of life is blood itself, that which gives all life power...now you know how to better worship me. I will also teach you my real

name, my timeless and eternal name that I was once called in your world...."

[Spoiler](#) (click to show/hide)

ARMOK!!!



"Now look upon the face of your master Chosen One, and KNEEL!!!!"

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Eagle** on **April 22, 2009, 12:09:20 am**

Oh shit. BLOOD IS ABOUT TO FLOOD THE FORTRESS. RUN LIKE HELL.

Thanks for the dwarf. Epic storytelling as always.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Christes** on **April 22, 2009, 12:26:26 am**

I knew it!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **ousire** on **April 22, 2009, 12:34:53 am**

all hail Ber Steelearthen! all hail armok! blood for the blood god!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jackrabbit** on **April 22, 2009, 06:35:07 am**

All will burn to sate his lust for death

Hail Armok! God above all!

Spare my dude.....

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Aldaris** on **April 22, 2009, 10:14:44 am**

Quote from: ousire on April 22, 2009, 12:34:53 am

all hail Ber Steelearthen! all hail armok! blood for the blood god!

Skulls for the merchant junk stockpiles, don't forget that one.
This is so epicly awesome. Maybe you should use red stone to pave a symbol on the temple floor that represents Armok's symbol in blood, I'm not sure about the symbol though, a pentagram is somewhat overused. Maybe the Necron symbol? Or just an eight pointed star without the 2 points next to the top one.
Code: [\[Select\]](#)

```
....|  
.....  
.../|\
```

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 22, 2009, 11:30:35 am**

Oh hell yes.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **mythmonster2** on **April 22, 2009, 04:47:59 pm**

FUN TIME!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Tradanbattlan** on **April 22, 2009, 06:16:24 pm**

BLOOD FOR THE BLOOD GOD

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Guy Montag** on **April 22, 2009, 10:58:19 pm**

Ok, well, I shat bricks, there a litte bit, after I laughed at the picture for 15 minutes.

I thought something was odd about a God of Jewels and Shiny Things ordering mass-murder like he was....

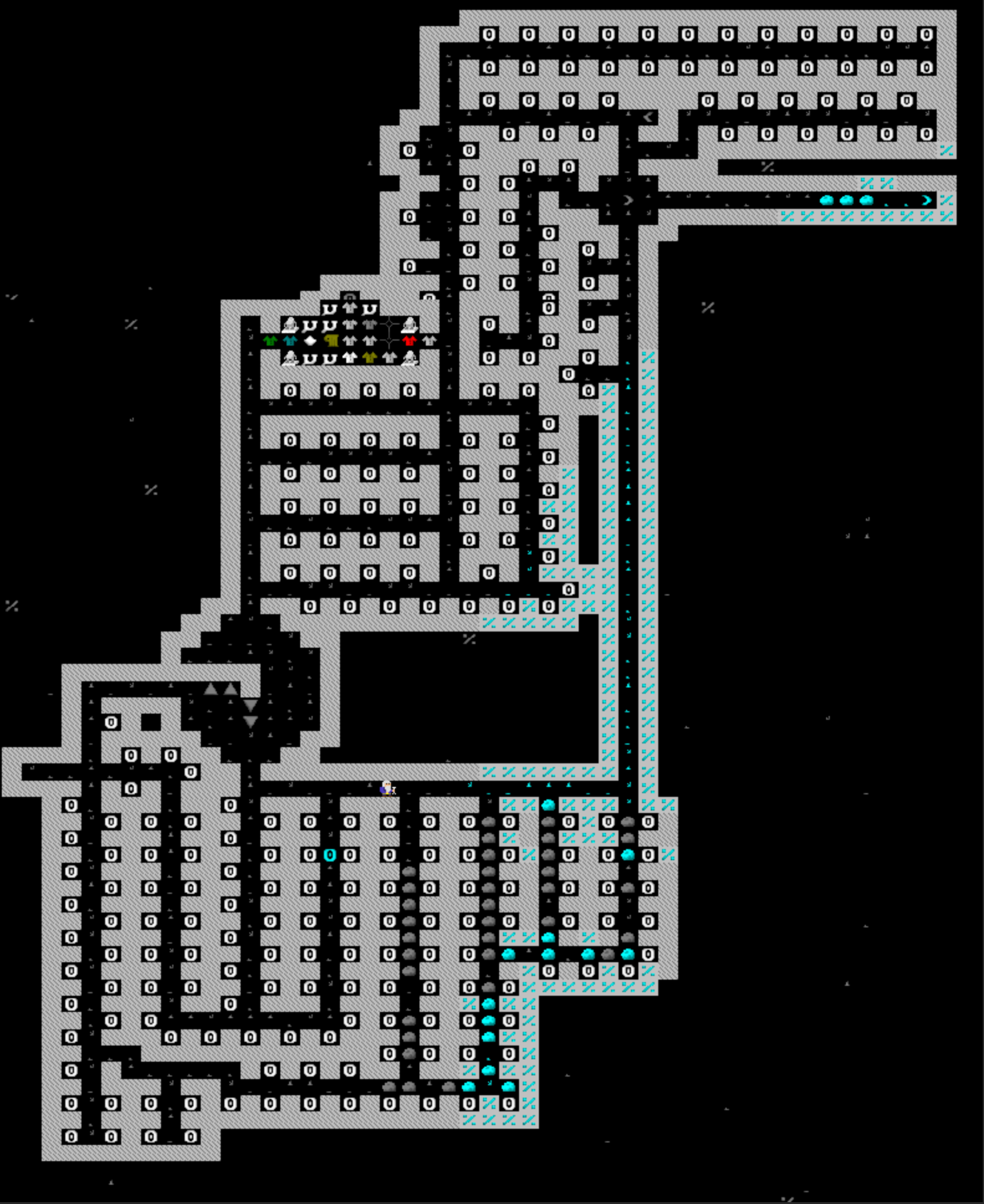
Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 23, 2009, 12:47:45 pm**

;D

Thanks everyone for reading, and I'm glad you like it!

Aldaris - yeah I was thinking of some kind of designs and mosaics to put around the temple and fortress....and I do believe they need to be red cinnabar. haha

Oh and Eagle, what do you mean that blood is ABOUT to flood the fortress? Theres more dead dwarves here than Ive ever seen! :D
Check out the catacombs of Blockedance....this floor doesnt even include the nobles or the forum dwarves....this is just the peasants.



And YES its entirely full....except for a few new coffins down in the lower right by the microcline. :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **MrGimp** on **April 23, 2009, 01:04:00 pm**

See that glitch in the screenshot above...look at the big room in the middle of the catacombs. Youll see what I mean. It erases a couple lines and smooshes it together. I tried exporting this image from DF three times and each time that same glitch came up. I'm guessing this is why I havent been able to get Blockedlance up on the map archive (it always returns a compression error). Is my map or my save bugged or something?

Anybody got any clue how to fix it? Then I can get a map of the fortress up.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Aldaris** on **April 23, 2009, 02:03:41 pm**

Quote from: MrGimp on April 23, 2009, 01:04:00 pm

See that glitch in the screenshot above...look at the big room in the middle of the catacombs. Youll see what I mean. It erases a couple lines and smooshes it together. I tried exporting this image from DF three times and each time that same glitch came up. I'm guessing this is why I havent been able to get Blockedlance up on the map archive (it always returns a compression error). Is my map or my save bugged or something?

Anybody got any clue how to fix it? Then I can get a map of the fortress up.

No idea how to fix it, in fact, I have the same problem, only a bit worse. (<http://mkv25.net/dfma/map-5409-pillarshot>)
If you find a way to fix it, please tell me. Anyway, how's the story coming along?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Maggarg - Eater of chicke** on **April 23, 2009, 03:34:56 pm**

Personally I think that the sheer madness prevents that from happening.
You have an insane queen who is a slave of armok, a temple of mad monks, myriad babykilling machines and a millenarian engineer of death.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Madmonkey24** on **April 23, 2009, 05:09:03 pm**

BLOOD FOR THE BLOOD GOD

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Christes** on **April 23, 2009, 05:16:54 pm**

nice title change

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 23, 2009, 06:39:32 pm**

Urist stumbled out of the temple in a trance. Nothing seemed real, and yet, at the same time, she was overcome by how real it was. The memories of what she had heard of Armok as a child danced in her head. They were morality tales...most people didnt even believe Armok was real...he was just an idea, a bogeyman...every story about Armok always took place a thousand years in the past, Armok was distant and surreal. But now here was. He was hard physical reality.

But Urist dared not remember too much of the morality tales she had heard as a kid. Armok was always a metaphor for ultimate evil, and she dared not think bad thoughts about Armok, for fear that he might hear them. Besides, dwarves were stupid. Doing the opposite as everyone else was always a path to excellence. If everyone thought Armok was a demon, then damnit, he was the holiest loving God in the pantheon!

Even if he were evil, what did Urist care? The naive young 50 year old that had come to Blockedlance so many years ago had grown hard and bitter. Her beard had grown long, her brow wrinkled, her face pressed in a grimace. She was also in her mid 70s now, and was feeling the effects of her dwarven mid-life crisis. She was finding grey hairs in her beard, her gut was fat, her boobs were saggy, and when she drank too much sunshine, she sure as hell felt it the next day. She was aging. Time was a dirty son of a bitch. She would do anything to live forever...and all that was being asked of her was that she sacrifice other dwarves, inferior dwarves, dwarves without thought or feeling. They were the dwarven cattle after all, and Armok had to eat!

Armok had appeared to steel her resolve and teach her of his true nature. He had also ordered that the cult of Ber Steelearthen be segregated from the fortress, for only the cult of the Steelen One was already indoctrinated enough to accept the truth about Ber....not that they would be told just yet....if ever. Dwarves would be told on a need to know basis.

For now, Urist began building massive storerooms of booze and food beneath the temple and the palace, which would eventually be linked into one large complex which would be sealed off from the peasants and non-believers.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **April 23, 2009, 06:41:04 pm**

D:

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 23, 2009, 06:58:15 pm**

In economic news, the fake credit crisis the Royal Reserve Board and the Fortress Treasury had started was getting a little out of hand. The Freemasons clothing shops value was now suffering along with the rest of the market. This was both unwelcome and unexpected.



But at least the Eribite shop was doing worse. They had finally been run out of business and forced to sell their franchise at a huge loss.



HA HA!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 23, 2009, 07:18:46 pm**

Metropolis Rifotkübuk. "Blockedlance"				15th Granite. 228. Early Spring			
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice	
Created Wealth: 6472008*							
Weapons: 393579*							
Armor and Garb: 638484*							
Furniture: 436681*							
Other Objects: 3115211*							
Architecture: 935751*							
Displayed: 483780*							
Held/Worn: 468522*							
Imported Wealth: 2023473*							
Exported Wealth: 167703*							
Food Stores: 18394							
Meat 10 Seeds 1067							
Fish 7 Drink 6632							
Plant 525 Other 10153							
Population: 187							
Miners 17							
Woodworkers 4							
Stoneworkers 2							
Rangers None							
Metalsmiths 3							
Jewelers 4							
Craftsdwarves 9							
Nobles/Admins 10							
Peasants 4							
Children 32							
Fishery Workers 2							
Farmers 33							
Engineers 2							
Trained Animals A None							
Other Animals A 14							
Champions 39							
Axe dwarves None							
Axe Lords None							
Swordsdwarves None							
Swordmasters None							
Hacedwarves None							
Hace Lords None							
Hammerdwarves None							
Hammer Lords None							
Speardwarves None							
Spearmasters None							
Markedwarves 22							
Elite Mrkedurvs 5							
Wrestlers None							
Elite Wrestlers 1							
Recruits None							

Spring of 228. Urist has been living at Blockedlance for 24 years, and has been queen for 19.

Our engraver Jimm has been living in the junk cave for a while now. He is still not miserable.



Another three children die slow gruesome deaths this season.



You know what they say about death...the more miserable the better!

Speaking of miserable deaths...a migrant came this season.

A migrant has arrived.

I've never gotten just one. That's pretty funny. This guys pretty funny too.



I know a little migrant that's gonna get impaled to death!

Title: **Re: Urist Salvendangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 23, 2009, 07:19:50 pm**

The lone swordsdwarf of Blockedlance, MadMonkey24, had no one to spar with. Since the artifact demon sword Urist had given him hungered for blood, the Queen told MadMonkey24 to go down to the arena and practice his skills. His arena debut was against a horde of beak dogs, Ill let the pictures speak for themselves...





Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 23, 2009, 11:48:03 pm**

Ok Eagle and Lord Dullard, you guys are in. Eagle youre a miner, and Lord Dullard, you are the axedwarf squad captain Lord Dullard.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 24, 2009, 01:07:45 am**

WARNING:

Reading this post without listening to this song at the same time is a heresy that is punishable by castration for males, and sex with me for females.

<http://www.youtube.com/watch?v=I5zFsy9VIdM>

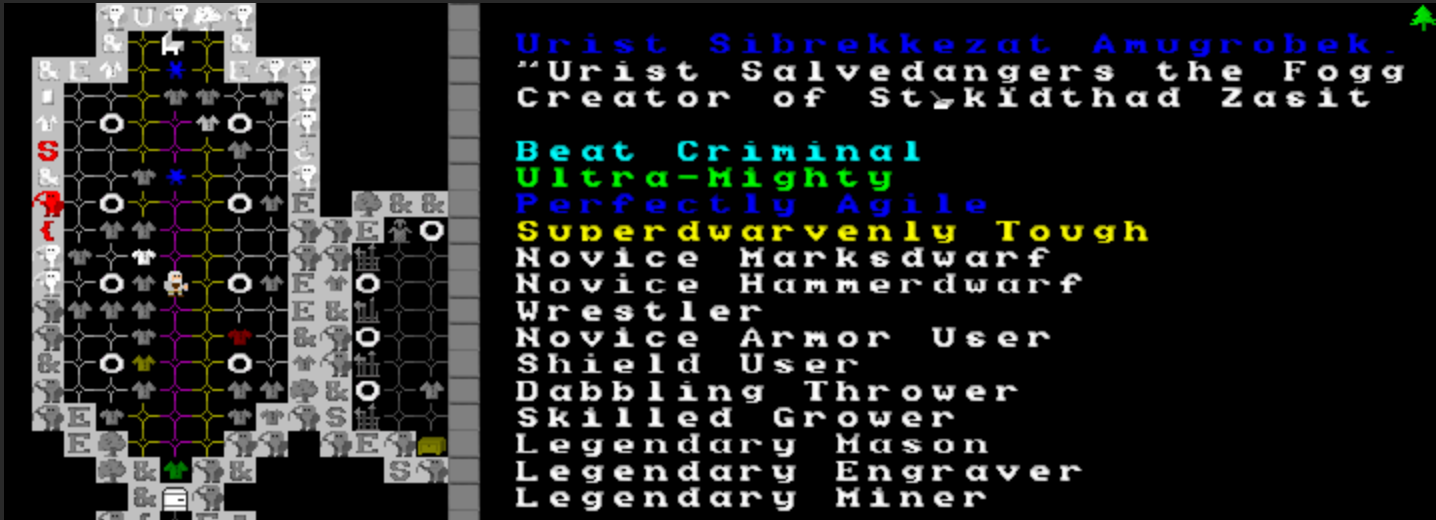
PSYCHOKILLER!!!
Qu'est-ce que c'est?
Better run run run
Run run away!!!

Ever since the unofficial Captain of the Guard Jackrabbit Spireknife had died, Urist had been hounded by the Duchess and other nobles to get another one. Urist had refused, being worried that the Captain of the Guard would become a tool of the nobles to kill dwarves of their choosing. That ran the risk of nobles attacking Urist's Freemason's and elite warriors.

But Urist was communing deeply with Armok at this point, and in a manner more subtle than words, Urist came to understand that there was a great solution here. Donning the title of Captain of the Guard herself, Urist marched off to send as many dwarves to Armok as she could. Here is the list of everyone in the fortress who needs a beating...

```
Mosus Aläthesis. Miner
Tirist Okanglikot. Marksdwarf
Deduk Kûbukirtir. Elite Marksdwarf
Rovod Iklistiton. Woodcrafter. De
Ast Thikutrath. Leatherworker. De
Reg Ilralakgos. Farmer
Catten Likotstigaz. Glassmaker
Minkot Idenrab. Champion
Unul Limulkikrost. Eribite Boneca
Endok Zesamost. Woodworker. Decea
Obok Imushoddon. Farmer. Deceased
"Jackrabbit" Daturzasit Tîrdugvat
Eral Mörulmeng. Champion
Zasit Idenusen. Elite Marksdwarf
```

So off she went, barefisted and ready to kick some ass.



The first dwarven kill in 24 years was exhilarating. She could feel herself consume the soul of the lesser being.



She wasnt even using a weapon, these dwarves heads just crumpled in like paper. Urist killed one of the Erib worshippers in the river garden, just because she could.



One of our convict champions managed to survive by the will of Armok. We shall watch the unfolding destiny of Eral Pagelashed with great interest.



Beat beat beat, kill kill kill....just another day at the office. Urist cut another dwarf down in the river garden. Again, no one dared say a word. (Notice all the unhappy red down arrows)



One of the dwarves happened to get beat down right next to an open bed. Fortunately, they had already lost far too much blood and died anyways.

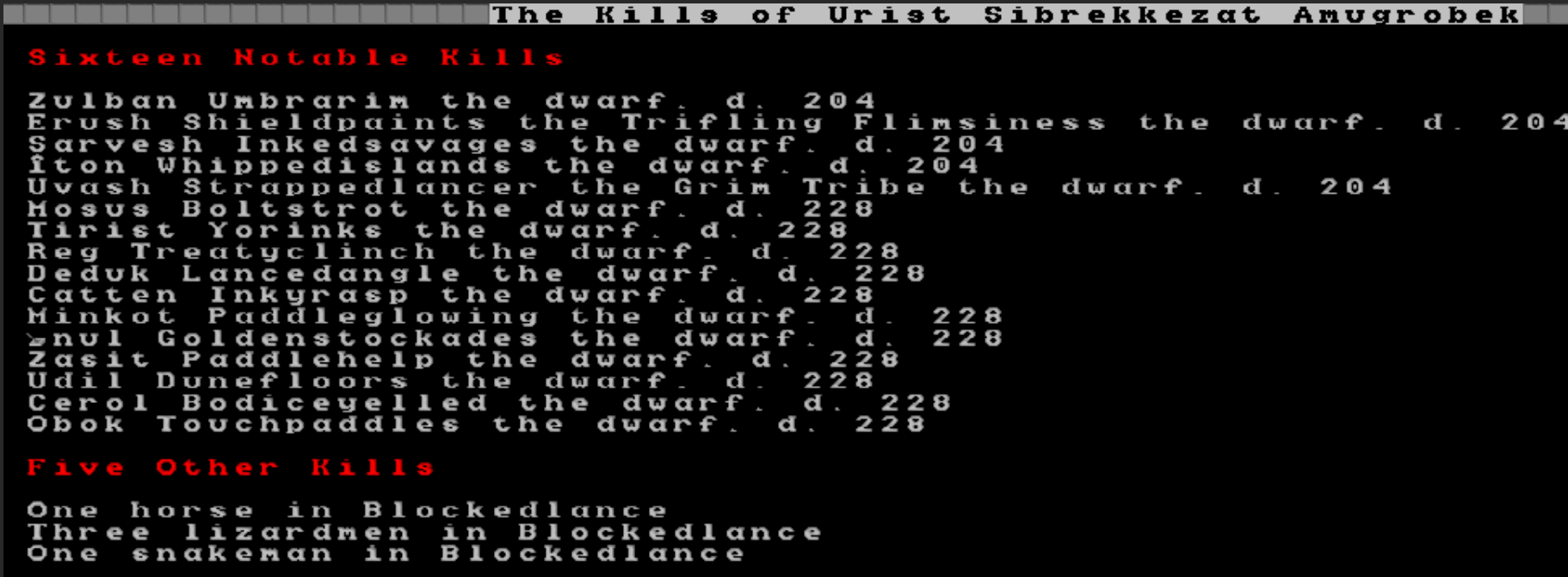


She was done with her list....but whats this? There were another two beatings she hadnt noticed. Off she went...

Urist was consumed by a lust for blood she had never known. She was blinded by it, marching into the room of the next dwarf on her list without even realizing who it was and what the consequences would be. There was the Elder Scion of the House of Erib, Mayor of Blockedlance sleeping in his bed. With no mercy, and yet not exactly with rage either, she robotically and mechanically crushed the mans face in, then split his rib cage open with her bare hands. His family would find his guts pulled out and arranged in a lovely display.



Yes, Urist killed eleven dwarves that day, two of them Eribites. There was only one beating left now, for the High Priestess. Urist scoffed at such a ridiculous idea. Armok worshippers were above the law. She went back to her Queenly duties.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Maggarg - Eater of chicke** on **April 24, 2009, 12:35:41 pm**

Quote from: MrGimp on April 23, 2009, 06:39:32 pm

Even if he were evil, what did Urist care? The naive young 50 year old that had come to Blockedlance so many years ago had grown hard and bitter. Her beard had grown long, her brow wrinkled, her face pressed in a grimace. She was also in her mid 70s now, and was feeling the effects of her dwarven mid-life crisis. She was finding grey hairs in her beard, her gut was fat, her boobs were saggy, and when she drank too much sunshine, she sure as hell felt it the next day. She was aging. Time was a dirty son of a bitch. She would do anything to live forever...and all that was being asked of her was that she sacrifice other dwarves, inferior dwarves, dwarves without thought or feeling. They were the dwarven cattle after all, and Armok had to eat!

Try being over 1000.
Eternal youth is a bit far-fetched, but Mogror managed eternal old-age.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Christes** on **April 24, 2009, 02:04:33 pm**

What does Urist's full skill list look like at the moment?

I see three legendaries. Are there any others?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Madmonkey24** on **April 24, 2009, 06:16:58 pm**

I am a sex god.

Also, murder is Dwarfy.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Eagle** on **April 24, 2009, 10:53:17 pm**

Fitting song. Great story. Heres another fitting song: <http://www.youtube.com/watch?v=P0TzUNti3rY>

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **April 24, 2009, 11:02:08 pm**

I believe I have found a song that fits Urist very nicely.
<http://www.youtube.com/watch?v=AuK2A1ZqoWs> (<http://www.youtube.com/watch?v=AuK2A1ZqoWs>)
And I mean figuratively, not by subject matter.
But then again, some of the phrases do fit Urist pretty well..
For people who are useless in figuring things out, read spoiler.
Spoiler (click to show/hide)
Urist can do anything she wants.

Oh, and I approve of your actions even as a ghost, Urist.
Keep up the good(?) work!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Guy Montag** on **April 24, 2009, 11:05:37 pm**

Awesome how you turned Urist into both a sympathetic character and a vicious, unlikable bitch and wrapped it up all into the same thing!

Since all the cool kids on the forum are doing it, I'll have a dwarf, the permenant Captain of The Guard that is appointed after Urist's massacre.

I'll have an axe, mace or crossbow, and obviously, a loyalty to both the nobles, Urist, and Ber Steelearthen!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 25, 2009, 03:44:08 am**

Christes - Nah just those three legendary skills. Shes pretty good at metalsmithing and furnace operating, but I stopped training her in that a while back. Ill get her back on it eventually.

Guy Montag - Sure Ill get you a dwarf.

Hey guess what I just realized right now while playing a little bit before I go to bed? That Eribite Farmer that Urist killed and left spread out on his bed was actually the elder male of the house. The wife has now taken his place as Mayor. I guess Ill have to re-write that last post just a tad....the Queen beating the Elder Eribite with her bare fists while he slept in his bed is a pretty big plot element. Im tired from all the sewer brew and rat weed Ive consumed tonight....Ill edit that post tomorrow.

In the meantime, check out the first page of this thread, I put a map up and the table of contents actually links to the chapters.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 25, 2009, 03:03:12 pm**

Ok I edited that post. Oh and heres four short clips of Urist on that killing spree. I originally intended to edit them all into one long killing scene, but I tried to do that with the CMV editor and it didnt work. So heres the four short execution scenes anyways, just for the extra blood. Its the Jewel of Life afterall.

<http://mkv25.net/dfma/movie-1305-queenmurder1> (<http://mkv25.net/dfma/movie-1305-queenmurder1>)

<http://mkv25.net/dfma/movie-1306-queenmurder2> (<http://mkv25.net/dfma/movie-1306-queenmurder2>)

<http://mkv25.net/dfma/movie-1307-queenmurder3> (<http://mkv25.net/dfma/movie-1307-queenmurder3>)

<http://mkv25.net/dfma/movie-1308-queenmurder4> (<http://mkv25.net/dfma/movie-1308-queenmurder4>)

In scene three Christes witnesses the execution of a squadmate. So thats Lady Christes and Lord Bowbeard who have lost squadmates to Urist and watched it happen. There are a TON of red arrows all over! But, Ive seen that before and didnt get a tantrum spiral. :(

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Maggarg - Eater of chicke** on **April 25, 2009, 03:24:15 pm**

Mogror Harbett has felt deaths happen lately.
Mogror Harbett has shuffled painfully in glee today.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 27, 2009, 10:56:13 pm**

Christes lay by the river. There must have been some mist flowing off the water, for the cave seemed hazier than usual. There was also no one else there, which almost never happened. There were dwarves EVERYWHERE in this fortress. But it didn't seem to bother Christes too much for some reason. She continued lying on her back, casually looking out over the water.

But suddenly the mist condensed. Its formlessness gave way to form, and there was her beloved Tradanbattlan standing before her.

"He's here!" shouted Tradan's haunting visage. He was mostly transparent, and Christes started to become alarmed. However, Christes' excitement kept her from running.

"Tradan! Oh my god!" Christes tried to think of all she wanted to say. "I love you!"

"Stop! There's no time! He's here! He's eating my soul! I don't have much time left..." cried the ghost of Tradan.

"Who? Who's there?" asked Christes.

"Nooooooooooooo!!!" Tradan shrieked.

Christes leapt from her bed. She was gasping deeply for breath. Oh...it was just a dream. She laid back down, wide awake now and thinking of Tradan. She had been under a lot of stress lately, having just witnessed Urist beat a squadmate to death with her bare hands. She was haunted by nightmares almost every evening now.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Christes** on **April 28, 2009, 11:21:49 am**

uh oh. I get the feeling that Christes will be short-lived now.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Maggarg - Eater of chicke** on **April 29, 2009, 03:07:47 pm**

That or become as mad and callous as our wonderful queen.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Lord Dullard** on **April 29, 2009, 05:51:13 pm**

Hm. Could we be heading towards a showdown of the crazy dwarven women?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **April 29, 2009, 10:37:38 pm**

Quote from: Lord Dullard on April 29, 2009, 05:51:13 pm
Hm. Could we be heading towards a showdown of the crazy dwarven women?
That's pretty cool...?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jarod Cain** on **April 29, 2009, 11:45:47 pm**

Quote from: Lord Dullard on April 29, 2009, 05:51:13 pm
Hm. Could we be heading towards a showdown of the crazy dwarven women?
Link (<http://www.youtube.com/watch?v=XyhhFzE5O5U>)
First think I thought of, specifically the music. :D
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 30, 2009, 10:25:39 am**

The hooded figure gained entry to the palace with no questions from the guards. The shadowy form entered the throne room, where Urist sat at the end of the hall.

"Report, Grand Master," said Urist.

Grand Master Myth of the Masons pulled his hood back, and spoke. "The House of Erib is in a panic, my lady. They dont know whether to leave this fortress and all their wealth and just try to save their lives, or if they should fight you and attempt to take this place for themselves."

"Hmph," snorted Urist. "There are 17 of their number, four have died already. Nearly one in four of the Hosue of Erib! Hahaha! Take this place for themselves? They will only find their graves!"

"Yes, my lady. Of course. But they still may try it. With the Elder Erib dead, the people have elected the matriarch of the House of Erib to be Mayor."

"The people? It was not the people who elected anything! These Eribs are a crafty lot...they wouldnt have any power at all if they depended on the people for it. No....after a decade of running our bureaucracy, they have rigged the election system. Their only possible fates in the long run are exile or execution. In the meantime, we will lie low. Let the blood dry. Keep an eye on these Eribites and dont let them make a move!"

"Yes my lady, as you wish." The Grand Master bowed and then left the great hall.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 30, 2009, 10:43:25 am**

Mogror Harbett sat in his hovel, scraping the grime from under his exceptionally long toe nails and spreading it on his cave wheat toast like jelly. He cackled in glee as he pulled gobs of toe jam from under his yellow grotesquely shaped nails.

"Delicious!" he shouted as he spread it on the toast and took a bite.

Suddenly there was a loud knock at the door. Mogror grabbed the bag of rat weed lying on his bed and tossed it in one of his cabinets, along with his tower cap pipe. "Who is it?" asked the old dwarf to stall for time.

"It's Wise Asmel, the Philosopher....open up!" cried the muffled voice from beyond the door.

"Ahhh....at last you come!" Mogror laughed as he shuffled towards the door and opened it. "Come, come....sit."

There were no chairs in the room.

"Um....thank you, but Ill stand. Please, mad dwarf....I believe you now!"

"Hmph....and many years it takes to see the light, eh?"

"No! I mean yes! I didnt want to believe you at first, though I knew in my heart it was true! But now there is no denying it! She really does worship Armok!!!" cried the scared philosopher.

"SHHHH!!!!" shushed Mogror as he hit the philosopher over the head with his crooked old cane. "Shut up you idiot! *sigh*....well now it is too late."

"What? Whats too late?"

"She has already summoned him." Mogror looked the philosopher dead in the eyes. "There is time for thinking, and time for action. You chose to think instead of act."

"No...it cant be! He can be sealed again right?"

"Hohoho! Why sure he could...but now you get to fight a full grown demon!"

Asmel gulped in terror. "How do we stop him now?"

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Maggarg - Eater of chicke** on **April 30, 2009, 11:04:26 am**

Personally I think it's probably a bad idea to enlist help from someone who has so many parallels with Urist. A once-leader turned maddwarf who committed slaughter on a massive scale, and ended up immortal.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 30, 2009, 11:48:59 am**

Quote from: Magqarg - Eater of chicke on April 30, 2009, 11:04:26 am

Personally I think it's probably a bad idea to enlist help from someone who has so many parallels with Urist. A once-leader turned maddwarf who committed slaughter on a massive scale, and ended up immortal.

I cant give too much away. Suffice it to say you will like the outcome. ;)

So hey, how much backstory did you have for Olonkulet? Other than being a brass walled (domed?) mechanical city sealed away long ago? I was gonna write more about it, but I dont want to step all over your story if you already have one.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 30, 2009, 12:04:30 pm**

Quote from: Christes on April 28, 2009, 11:21:49 am

uh oh. I get the feeling that Christes will be short-lived now.

Whatever made you think she would be long-lived? :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 30, 2009, 12:19:17 pm**

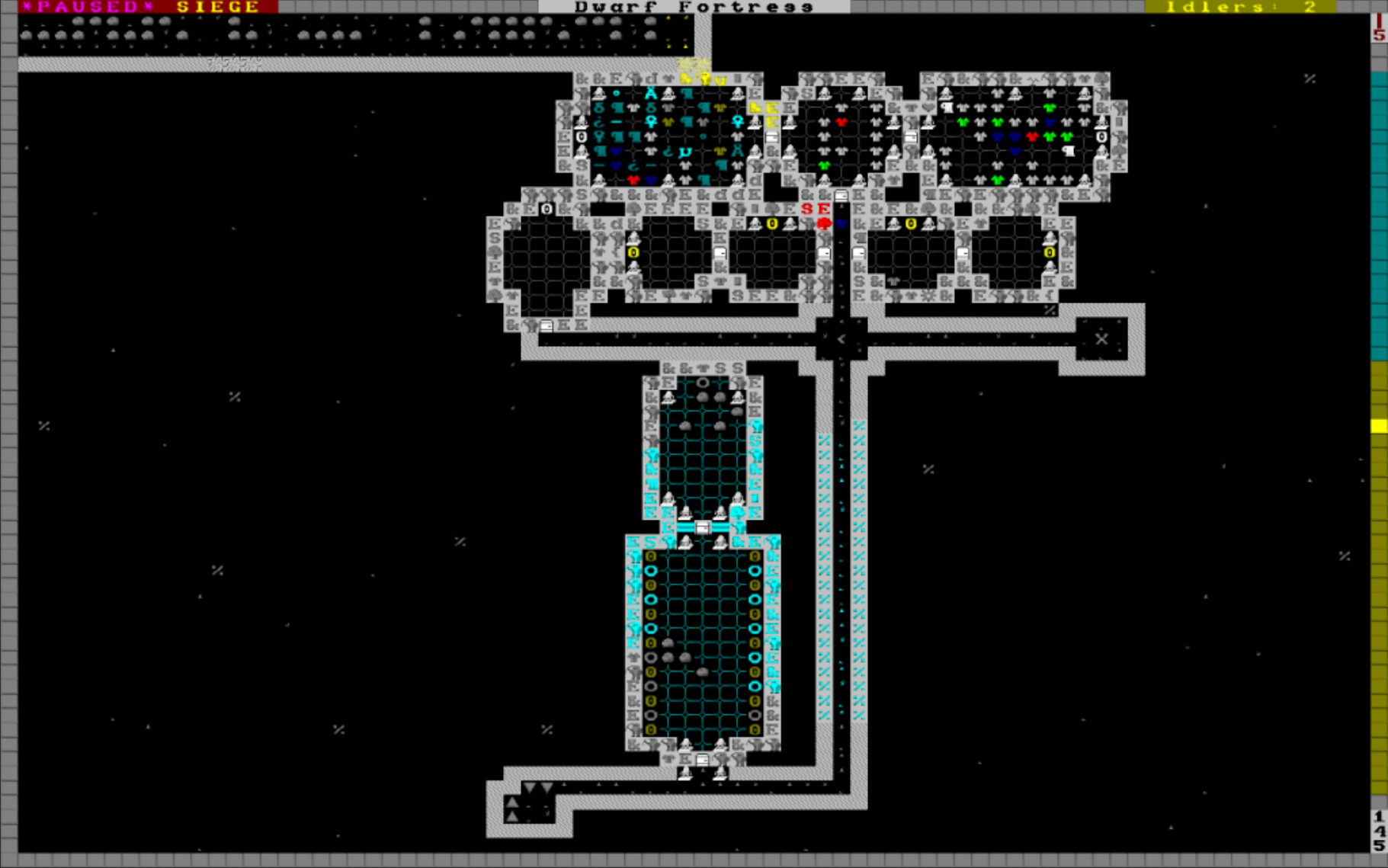
So the Eribites have lost almost a fourth of their family members. But they still cling to power. The mother of the Eribs has become Mayor, and her eldest son is now the Eldest male Erib. Hes been mayor a few times himself, as have a couple sisters and brothers.

Here is a list of the Eribites. (Not all Erib worshippers are of the House of Erib, just this rich powerful family)

Relationships of the Eribite Brewer/Cook Atis Athelkúd		
Obok Tatiden. Eribite Farmer	Husband	
Reg Rigþthlolok. Eribite Heir	Eldest Son	
Zon Taronustuth. Eribite Farmer	Eldest Daughter	
Rintar Bislatir. Eribite Woodcrafter	Second Eldest Son	
Þnui Limulkikrost. Eribite Bonecarver	Second Eldest Daughter	
Helbil Adilnagas. Eribite	Third Eldest Son	
Þnui Udilngotún. Eribite Woodworker	Third Eldest Daughter	
Urvað Uristthíkut. Eribite	Fourth Eldest Son	
Amost Roderíngiz. Eribite	Fourth Eldest Daughter	
Ustuth Dastotbardum. Eribite	Fifth Eldest Son	
Sarvesh Sigunmesir. Eribite	Fifth Eldest Daughter	
Kikrost Bisekunib. Eribite	Sixth Eldest Son	
ézun Hafolnish. Eribite	Sixth Eldest Daughter	
Mistém Arustbomrek. Eribite Woodcrafter	Seventh Eldest Daughter	
Aläth Säkzuldodak. Eribite	Youngest Daughter	
Catten Säkzuldum. Eribite	Youngest Son	

Urist was forced to build them a family tomb deep in the catacombs. They wanted to be buried like nobility! Ha! But what could Urist do? She could not provoke them further. She had beaten two Eribites to death under the guise of the law, they hadnt been singled out for death either..plenty had died. She had to keep up appearances that she wasnt hunting Eribites, even if the rare rational logical dwarf could easily put two and two together.

No....she would maintain the charade for now. She built them their tomb....but out of spite she carved it into microcline!



(NOTE - Above the tacky blue tomb of Erib worshippers is the Duke's present resting place, the Duchess' future resting place, and the future resting place of the Duchess' son and four daughters.)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Maggarg - Eater of chicke** on **April 30, 2009, 12:30:48 pm**

Quote from: MrGimp on April 30, 2009, 11:48:59 am

Quote from: Maggarg - Eater of chicke on April 30, 2009, 11:04:26 am

Personally I think it's probably a bad idea to enlist help from someone who has so many parallels with Urist. A once-leader turned maddwarf who committed slaughter on a massive scale, and ended up immortal.

I cant give too much away. Suffice it to say you will like the outcome. ;)

So hey, how much backstory did you have for Olonkulet? Other than being a brass walled (domed?) mechanical city sealed away long ago? I was gonna write more about it, but I dont want to step all over your story if you already have one.

All the story I have for Olonkulet is pretty much all on this forum in scraps.
Feel free to build on it.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 30, 2009, 02:46:19 pm**

Queen Urist was having trouble controlling her bloodlust. She didnt want to beat the High Priestess, but she couldnt stop herself from wanting to complete that task, even when another dwarf was made Captain of the Guard.

She tried to just lock herself in her palace and let herself be consumed by her work. She commenced meetings with representatives from the guilds to secure their loyalty.



In other news, Blockedlance is becoming a lot like how Urist remembered it from when she first came to this place. It was a bloody, rotten corpse laden, foul wretched pit then, and it was a bloody, rotten corpse laden, foul wretched pit now.



But the Queens murderous rampage and the stench that followed wasnt the scandal that the Freemason's chose to cover in their fortress newspapers. No, there was plenty of celebrity gossip to distract the masses with. In fact, the Duchess' daughter - the acting fortress trader - parades around NAKED!!! Egads!



Rumors of addiction to the snorted ground powder of quarry bush leaves spread like wildfire. Yes, while the nation warred with far away goblins and elves, and while the government systematically wiped their ass with the citizen's rights and the peasants' lives, the Freemason's newspapers remained fixated on some spoiled rich brat's quarcaine addiction! It was a masterstroke of political douchebaggery.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **April 30, 2009, 10:02:31 pm**

We are attacked by evil goblins. Urist sends the newly titled Lord Dullard out to prove his mettle. He proved to be quite skilled in matters of war, taunting and enraging the goblins as he hacked at them as if in a trance.



We won the battle that day, but at its end Bomrek Keskalbesmar was stricken by melancholy! Oh the sadness, darkness, and emptiness of it all! Bomrek kept singing sad songs on her Birchen guitar, songs like this one...

<http://www.youtube.com/watch?v=JJeVXIrzLsY> (<http://www.youtube.com/watch?v=JJeVXIrzLsY>)

So who is Bomrek Keskalbesmar? She is Lord Legos lover!



Her melancholy did not last long however. She flung herself into the cave river to escape the madness....errrr....the sadness.



Lord Lego is beside himself with grief. Meanwhile our river is filling up with dwarf bones and other useless junk.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **April 30, 2009, 10:42:57 pm**

Besider himself, beside his lover, then beside me.
IT'S THE CIIIIIIIIIIIIIIIIIRCLE OF LIIIIIIIIIIIFE
IT'S DROWNED IN MAGMAAAAAAAAAAAAAA

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Aldaris** on **May 01, 2009, 05:48:02 am**

Alwaays look on the bright side of death.
Whistle
A-djust before you draw your terminal breath.
Whistle

That sounds fitting somehow.
And so does everything after that, actually.

'You'll see it's all a show, keep on laughing as you go.
Just remember that the last laugh is on you..'

Creepily well.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 01, 2009, 05:51:24 am**

very much so

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 01, 2009, 12:52:31 pm**

Guy Montag - Hey you wanted to be Captain of the Guard after Urist was done slaughtering dwarves but I dunno....I kinda like having the Queen personally butcher criminals to death with her bare hands. Its dwarfy!

I could try to find an Armok worshipping axe lord (dont hold your breath) and name him Lord Montague or something? If I ever do get a captain of the guard your guy will be on top of the list (unless hes dead by then).

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 01, 2009, 12:52:58 pm**

Im actually getting something of a tantrum spiral...awwww Blockedlance's first second big tantrum spiral! Im so proud! I keep getting dwarves jumping off ledges, or into the river. I also have a lot of dwarves bashing up bridges and doors...unfortunately, right after breaking something and getting sentenced to a beating from Queen Urist, the dwarves tend to kill themselves rather than face her.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Maggarg - Eater of chicke** on **May 01, 2009, 02:32:10 pm**

I like the smell of Miasma in the morning...

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 01, 2009, 04:32:04 pm**

Quote from: Maggarg - Eater of chicke on May 01, 2009, 02:32:10 pm
I like the smell of Miasma in the morning...

Smells like... Insanity

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 01, 2009, 08:23:53 pm**

Unib Kenoddom. Marksdwarf has drowned.

Well, a marksdwarf that had bashed up a bunch of things and was about to be beat down by the Queen decided instead to die by their own hand, like a warrior.

The marksdwarf threw himself from the bridge. Oh well. One less mouth to feed.

Why do these dwarves insist on dying in horrible fashions? I would just drink myself to death. Ive almost done it accidentally before, Im sure I could do it if I tried....especially if I was a dwarf. Why do they insist on drowning? Thats a horrible death!

I like the guys that try to jump...they provide me with the most entertaining deaths! Like my buddy Shorast here!

Shorast Tostm0thkat. Champion is stricken by melancholy!

The horrible pressures of life at Blockedlance (and they ARE horrible) got the best of this guy. So to escape the misery of life in the last outpost of your nation, on the edge of goblin territory, ruled over by a genocidal satan worshipping Queen, this guy Shorast jumps down the stairway. The only problem is that the stairway only provides a 2 z-level fall. Sure it cripples you, but you got to drag your mangled body back up two levels to go for the killer blow.



See, you can see the trail of blood going up the ramp. Its rare to see it as its happening, Ive lucked out a couple times and its pretty funny. This guy is a trooper.

Although...he is pretty dumb...there is afterall a 10 z-level tower in the southeast of our fortress with a hole in the fortifications JUST FOR

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Guy Montag** on **May 02, 2009, 10:35:09 am**

Sure, Axe Lord Montague sounds fine. Assuming there is anybody left, it certainly looks like Blocklances is circling the drain.

There is something special about having the deranged Queen personally participate in the Dwarven Great Purges.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 02, 2009, 01:11:47 pm**

Quote from: Guy Montag on May 02, 2009, 10:35:09 am
Sure, Axe Lord Montague sounds fine. Assuming there is anybody left, it certainly looks like Blocklances is circling the drain.

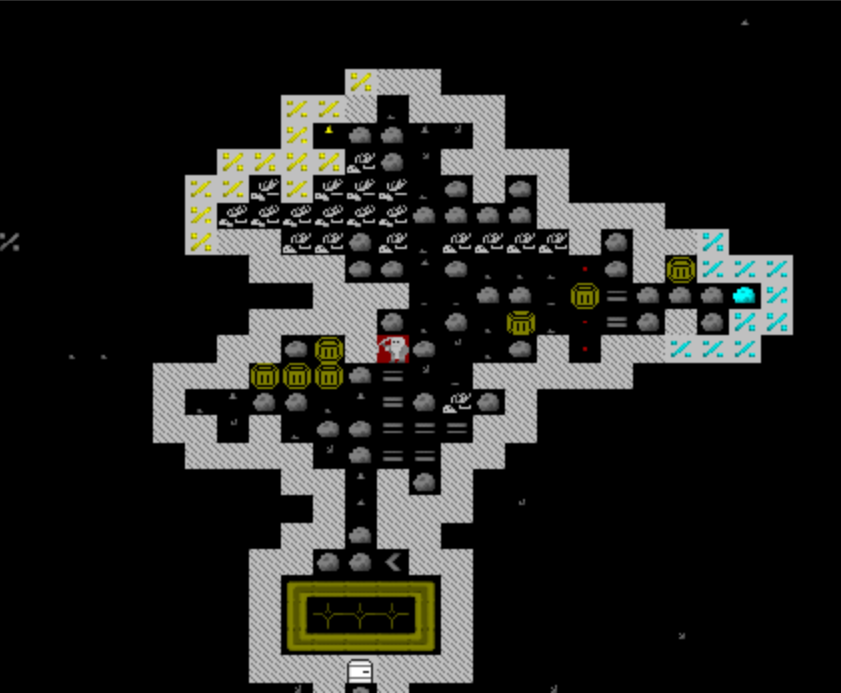
There is something special about having the deranged Queen personally participate in the Dwarven Great Purges.

Down the drain? Not until I outlast Nist Akath in dwarf years. haha Nist Akath is at 40, Im at 28 unless you only count since the reclaim, in which case Im at 24 dwarf years. So Ive got 12-16 years to go at a minimum before I can let these tortured dwarves rest forever.

Ill try to find an Ber/Armok worshipper for your guy, maybe I could make your guy captain of the Royal Guard? The House of Montague. Yeah, we need a house of Armok worshippers to balance out the Hosue of Erib!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 02, 2009, 01:20:35 pm**

The deranged Jimm Whiskeredringed lay on the cave floor, dying of starvation. With his last ounce of strength he carved a crude picture of Urist into the ground. Urist...the dwarf that had killed him. She had locked him in here and forbidden his food for just a bit too long.



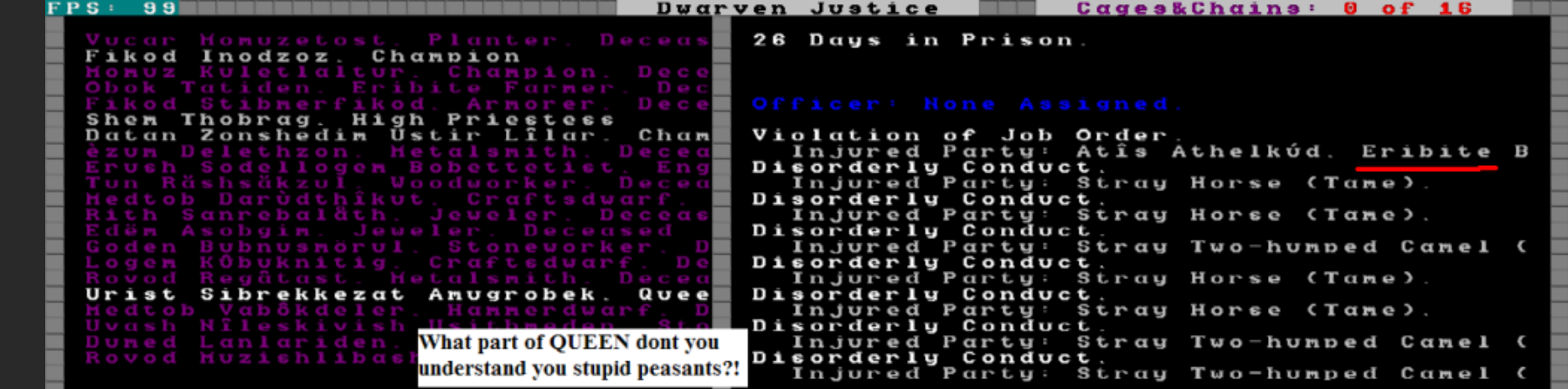
Great...now who's going to pull the lever for the atom smasher? Arrrggghh!!!

As Jimm's dwarven body gave way to death, Grigrak seperated from it. Another vessel lost to Urist. Grigrak floated unconsciously about the fortress, wandering towards its next host.

In other news, one of our dwarves was sentenced to impalement on spikes. Somehow he managed to only lose an eye before running off the spikes and healing. That sure is a whole lot of blood for just one eye.



The Eribite mayor has lost her mind along with the others. She has sentenced Urist to 26 days in prison for violation of some stupid production order.



These Eribs love forcing Urists hand. How could she respond with anything but violent murder?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **May 02, 2009, 02:02:04 pm**

Bum Bum Bummmmmmm

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Guy Montag** on **May 02, 2009, 02:25:51 pm**

Captian of the Royal Guard would be rockin'. I picture him as a drunken, power-hungry factionalist. Like a stereotypical Soviet committee chairman.

Also, what the hell is Urist doing to all those stray animals?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jim Groovester** on **May 02, 2009, 02:44:03 pm**

I wonder how Grigrak will suffer next. I can only hope it's a slow, painful death.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 02, 2009, 04:02:04 pm**

Quote from: Guy Montag on May 02, 2009, 02:25:51 pm
Also, what the hell is Urist doing to all those stray animals?

Dwarven sexuality is not for us to judge! ;D

Besides, it happened under duress long ago while the fortress was falling apart back during the first tantrum spiral. Queen Cog confronted her about it...I forget what page. Page 3 or 4??? It was early on.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Guy Montag** on **May 02, 2009, 04:48:59 pm**

Ah, I forgot that she never actually got punished for that.

Better keep that stuff a state secret. Would'nt want that sort of nonsense end up in the fortress tabloids.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 02, 2009, 05:02:01 pm**

Quote from: Guy Montag on May 02, 2009, 04:48:59 pm
Ah, I forgot that she never actually got punished for that.
Better keep that stuff a state secret. Would'nt want that sort of nonsense end up in the fortress tabloids.

Oddly enough she never got punished for it and it eventually went away. She was supposed to get 126 days plus a beating. I think it took 15 years....but its some dwarven statute of limitations I guess.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 02, 2009, 05:02:55 pm**

25 Years! Woo!!!



Spring of 229. Urist has been at this fortress for 25 years. This year will also mark the twentieth anniversary of Urist's ascension to the throne. A grand spectacle was being planned, everyone knew it...but no one knew exactly what it was.

In the meantime, there were gladiatorial fights put on by MadMonkey24...

<http://mkv25.net/dfma/movie-1326-madmonkey24arenafight> (<http://mkv25.net/dfma/movie-1326-madmonkey24arenafight>)

It helped entertain the masses and remind them how awesome the fortress they lived in was. It also reminded them just how deadly the military that watched over them really was.

Even the elven magic juju wasnt powerful enough to make us flinch. They come against us with their fire and cannot even set our fortress abalze! They are cut down like screaming women and children.

http://mkv25.net/dfma/movie-1327-bluebloodedelves (http://mkv25.net/dfma/movie-1327-bluebloodedelves)

We also let down the drawbridge in the east to lure some elves into our cages. We capture quite a few. We have both goblins and elves now...I wonder who can kick whose ass?



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 02, 2009, 06:49:23 pm**

Goblins, duh. Even with fireballs, the elves suck plant stems.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Aldaris** on **May 03, 2009, 02:45:54 pm**

Cave river creatures + water + Elves + Gobbos + Booze.

The elves will shoot fire at the gobbos, causing the booze to explode into boiling liquid all over everything near 'em, the gobbos are there becasue they are gobbos, and the caver river stuff is just to make it all that more... interesting.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 03, 2009, 07:52:31 pm**

Quote from: Aldaris on May 03, 2009, 02:45:54 pm

Cave river creatures + water + Elves + Gobbos + Booze.

The elves will shoot fire at the gobbos, causing the booze to explode into boiling liquid all over everything near 'em, the gobbos are there becasue they are gobbos, and the caver river stuff is just to make it all that more... interesting.

I can (and probably will) do all of that except the cave creatures. Unfortunately I slaughtered them all. I was gonna breed them, plus giant eagles, but I ended up slaughtering every FPS draining object I didnt need.

But exploding booze is a must!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 03, 2009, 07:59:13 pm**

Okay, its time to make a decision people, there is grumbling in the ranks of our military. They feel that since NOT ONE military dwarf worships Ber Steelearthen that they have no reason to follow the Queen. Only a few loyalists remain, joined by several cowards who do not want the Queen to hurt them.

What side will your dwarf be on??? Death in the temple or death fighting Queen Urist? Choose now! (your dwarf may or may not die, no matter what your choice is. I guarantee nothing)

If you do not respond in time for 'the event' then your dwarf will be assumed to be among the traitors!!!

(Even if your dwarf isnt a military dwarf, vote anyways on whose side your dwarf is on)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Madmonkey24** on **May 03, 2009, 08:03:07 pm**

I will side with the Mad Queen.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 03, 2009, 08:09:14 pm**

I'ma fight Urist

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Eagle** on **May 03, 2009, 08:13:03 pm**

Can i be neutral? Has my dwarf even done anything? I originally envisioned him as a sort of hermit, just living really far away from the main fort in a small area carved out himself, providing for himself.

If i cant be neutral i side against the Queen.

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 03, 2009, 08:16:36 pm**

Quote from: Eagle on May 03, 2009, 08:13:03 pm

Can i be neutral? Has my dwarf even done anything? I originally envisioned him as a sort of hermit, just living really far away from the main fort in a small area carved out himself, providing for himself.

If i cant be neutral i side against the Queen.

Yeah your dude just started carving out his cave above the fortress. Hes outside the walls. You even have your own farm. Your cave wont entirely be up and running for a while though.

Ill let you be neutral since youre a civilian. Military dwarves cannot be neutral!

And why so much anger towards the Queen? What has she ever done to hurt anybody? ;D

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **ousire** on **May 03, 2009, 08:22:20 pm**

Quote from: MrGimp on May 03, 2009, 08:16:36 pm

What has she ever don to hurt anybody? ;D

oh, i dont know. only enough bloodshed and evil that armok himself turned her into his friggen **avatar** on the world

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **May 03, 2009, 08:43:39 pm**

My ghost is sided with Christes.
Always.

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jim Groovester** on **May 03, 2009, 09:02:14 pm**

Grigrak knows only vengeance towards Queen Urist. Sadly, his current incarnation does not.

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **ousire** on **May 03, 2009, 09:46:05 pm**

heh, the queen will kill every soldier who fights her. and then with the souls of the fallen warriors, armok shall rise and destroy the universe ^_^

(there needs to be, like, a bible for armok)

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Christes** on **May 03, 2009, 10:25:44 pm**

In light of that vision, Christes has to be against the queen, right? It only makes sense.

Death to the queen - or be reunited with her lover. Actually, it's win-win.

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Maggarg - Eater of chicke** on **May 04, 2009, 06:00:24 am**

Quote from: MrGimp on May 03, 2009, 08:16:36 pm

Quote from: Eagle on May 03, 2009, 08:13:03 pm

Can I be neutral? Has my dwarf even done anything? I originally envisioned him as a sort of hermit, just living really far away from the main fort in a small area carved out himself, providing for himself.

If i cant be neutral i side against the Queen.

Ill let you be neutral since youre a civilian. Military dwarves cannot be neutral!

And why so much anger towards the Queen? What has she ever done to hurt anybody? ;D

Don't worry, Mogror probably admires you.
That's probably not a very good thing.

Title: **Re: Urist Salvadangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Argonnek** on **May 04, 2009, 11:08:46 am**

I've been pondering the movie about the most recent elf slaughter, and I have formulated a question: How did you make their blood blue?

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **mythmonster2** on **May 04, 2009, 04:23:09 pm**

Quick, secret Freemason's Guild meeting!
5 seconds later

It is unanimous. The queen has no right to rule us. We, or at least I, will rebel, along with all the others who wish to stop our tyranny.

Title: **Re: Urist Salvagedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 04, 2009, 05:54:43 pm**

I have a deep seated belief that urist had something to do with my fathers death. She must die for it

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 06:29:59 pm**

Okay so we got...

Loyalist Heroes
MadMonkey24
Mogror Harbett (Mggarg Eater of Chicken)
Grigrak's Host (Jim Groovester)

Treacherous Jerks
Jazz (Jackrabbbit)
Myth
Christes
Tradanbattlan's Ghost
Grigrak (Jim Groovester)

Neutrals
Eagle

We still have quite a few dwarves to hear from. Bowbeard, Lord Dullard, Hamdinger, Akigagak, LegoLord, Guy Montag (your guy will be in by the time of 'the event') and maybe some more I might be forgetting....

Theres still plenty of time. 'The event' wont happen for a while.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 06:34:12 pm**

Quote from: Argonnek on May 04, 2009, 11:08:46 am

I've been pondering the movie about the most recent elf slaughter, and I have formulated a question: How did you make their blood blue?

Its in the creature entry in the raws. You can make it all kinds of colors, or black ooze or even vomit for blood. I made my kobolds bleed yellow pus. Look on the dwarf wiki for all the acceptable colors and for all the acceptable tags. Just go to the wiki and search 'creature tokens'. Youll be able to find everything you want there.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 06:41:20 pm**



I cant believe it! That Eribite Heir bought his shop back!!!



Meanwhile the Freemasons have already folded up shop and taken their losses. Queen Urist had both shops bulldozed and the owners compensated for their loss with a middle finger.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jim Groovester** on **May 04, 2009, 06:44:59 pm**

Quote from: MrGimp on May 04, 2009, 06:29:59 pm

Okay so we got...

Loyalist Heroes

- .
- .
- .

Grigrak's Host

Trecherous Jerks

- .
 - .
 - .
- Grigrak

I hope Grigrak's current incarnation suffers lots of internal strife from this duality. Supporting Queen Urist on an intellectual and emotional level while subconsciously simultaneously fearing and loathing her.

Speaking of Grigrak, do you have a new incarnation in mind, or do you want me to give some input on his next life?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 04, 2009, 06:46:16 pm**

Quote from: MrGimp on May 04, 2009, 06:29:59 pm

Okay so we got...

Loyalist Heroes
MadMonkey24
Mogror Harbett
Grigrak's Host

Trecherous Jerks
Jazz
Myth
Christes
Tradanbattlan's Ghost
Grigrak

Neutrals
Eagle

We still have quite a few dwarves to hear from. Bowbeard, Lord Dullard, Hamdinger, Akigagak, LegoLord, Guy Montag (your guy will be in by the time of 'the event') and maybe some more I might be forgetting....

Theres still plenty of time. 'The event' wont happen for a while.

You forgot me, a trecherous jerk

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **May 04, 2009, 06:58:31 pm**

Quote from: MrGimp on May 04, 2009, 06:29:59 pm

Okay so we got...

Loyalist Heroes
MadMonkey24
Mogror Harbett
Grigrak's Host

Trecherous Jerks
Jazz
Myth
Christes
Tradanbattlan's Ghost
Grigrak

Neutrals
Eagle

We still have quite a few dwarves to hear from. Bowbeard, Lord Dullard, Hamdinger, Akigagak, LegoLord, Guy Montag (your guy will be in by the time of 'the event') and maybe some more I might be forgetting....

Theres still plenty of time. 'The event' wont happen for a while.

Sure, I dont approve of Urist's actions, but I do not want to oppose them.
I guess you could call it neutral, but leaning towards Christes' descision.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 07:04:43 pm**

Quote from: Jackrabbit on May 04, 2009, 06:46:16 pm

Quote from: MrGimp on May 04, 2009, 06:29:59 pm

Okay so we got...

Loyalist Heroes
MadMonkey24
Mogror Harbett
Grigrak's Host

Trecherous Jerks
Jazz
Myth
Christes
Tradanbattlan's Ghost
Grigrak

Neutrals
Eagle

We still have quite a few dwarves to hear from. Bowbeard, Lord Dullard, Hamdinger, Akigagak, LegoLord, Guy Montag (your guy will be in by the time of 'the event') and maybe some more I might be forgetting....

Theres still plenty of time. 'The event' wont happen for a while.

You forgot me, a trecherous jerk

Youre there, your dwarf is Jazz remember? I put everyone by dwarf name not forum name.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 04, 2009, 07:08:23 pm**

My bad. I figured I'd make that mistake

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 07:09:06 pm**

Quote from: Jim Groovester on May 04, 2009, 06:44:59 pm
I hope Grigrak's current incarnation suffers lots of internal strife from this duality. Supporting Queen Urist on an intellectual and emotional level while subconsciously simultaneously fearing and loathing her.
Speaking of Grigrak, do you have a new incarnation in mind, or do you want me to give some input on his next life?

There was one quick incarnation and then death I had in mind, feel free to pick the one after that...that will be your host for the duration of 'the event'.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 07:17:20 pm**

Quote from: Tradanbattlan on May 04, 2009, 06:58:31 pm
Sure, I dont approve of Urist's actions, but I do not want to oppose them.
I guess you could call it neutral, but leaning towards Christes' descision.

Well you at least have to oppose Armok, cuz he's eating your soul...and opposing Armok means opposing Urist. :)
Besides, youre a ghost, she cant hurt you now!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **May 04, 2009, 07:34:18 pm**

Quote from: MrGimp on May 04, 2009, 07:17:20 pm
Quote from: Tradanbattlan on May 04, 2009, 06:58:31 pm
Sure, I dont approve of Urist's actions, but I do not want to oppose them.
I guess you could call it neutral, but leaning towards Christes' descision.
Well you at least have to oppose Armok, cuz he's eating your soul...and opposing Armok means opposing Urist. :)
Besides, youre a ghost, she cant hurt you now!
ghostly shrug

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 09:20:06 pm**

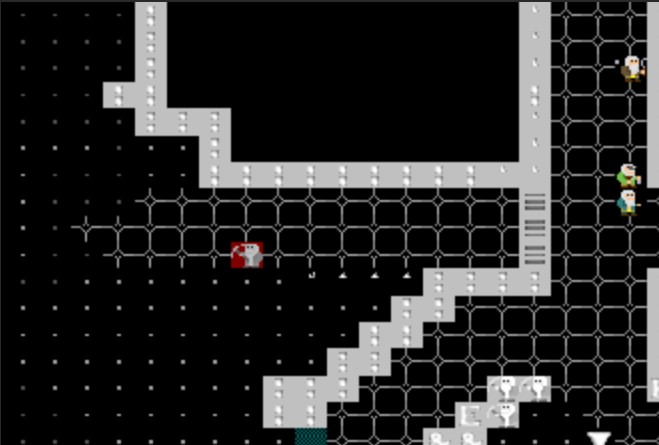
The grumblings among the military grew. It was a pretty unpleasant place with all the beatings and sacrifices, but the military had all the weapons. Queen Urist had been foolhardy in that one respect. She had never trained any fighting units of Ber Steelearthen worshippers, instead giving them cush positions among the fremasons and other aministrative offices. It was thought more fitting for the non-believers to die.
Lady Christes had become the reluctant ambassador to the other commanders, advocating a military coup. Her haunting nightmares and the loss of a lover and several friends in the name of Urist's mad scheme had finally forced her to betray her old loyalties and sense of duty. She went to Lord Akigagak, Lord Bowbeard, Lord, Dullard and Lord Lego and pleaded her case. She received mixed results, and the lords went their seperate ways. Only time would tell if her words bore any fruit.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **May 04, 2009, 09:27:08 pm**

Yaay! Fruit!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 09:34:39 pm**

Queen Urist was stressed. Summer was already here and the preparations for her big 20th anniversary of Queenship were behind schedule. Why hadnt she been planning this earlier? Of course things were going to drag on and be delayed! Urist wondered if they would be ready in time for years end, so that at least the celebrations would BEGIN in the right year.
But other matters kept grabbing her attention. There was treachery afoot! One of the Freemasons had been caught carrying an encrypted note. He would not talk, even upon pain of torture. He was left to starve in the arena.



(actually he built the floodgate wrong and I forgot about him....but its better this way)

Queen Urist's paranoid brain fixated upon possible accomplices that this note was intended for. Most of her suspicions pointed towards the military. She began to understand why Armok was asking her to turn the palace and temple into a fortified bunker! The food stockpiles were filled, the steel gates being put into place, and housing for all the Armok worshippers was being carved out. The Housing for the Hammerer's quarters was placed next to new additions to the Temple's sacrifice methods.



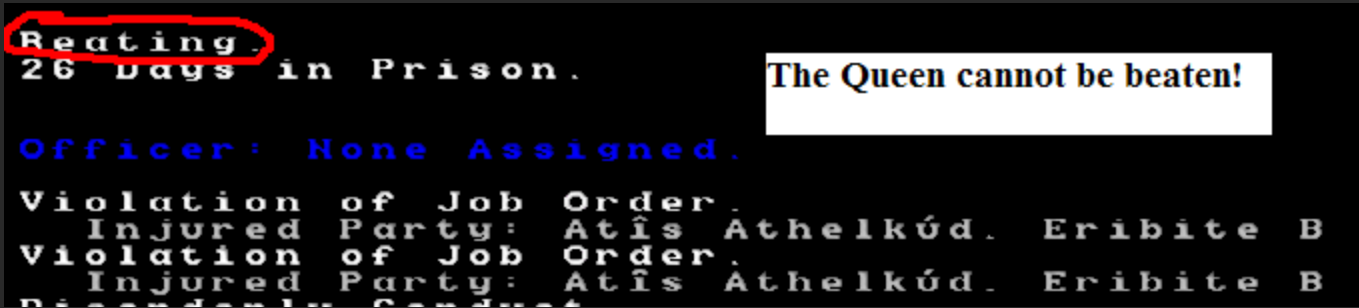
Also, we locked a couple non-believers up in our drainage tunnels for having too many kids. Non-believers arent allowed to do that.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 04, 2009, 09:48:21 pm**

Autumn arrives...



A kid goes crazy and Urist strikes down a bone carver. Hey she didnt MEAN to kill him, she was just doing her job as captain of the guard. She just got a little carried away is all, and what do you expect? She was angry...these damn Eribites had found the sweaty hairy balls to order Queen Urist beaten!!!



This was nothing short of open rebellion...and soon this rebellion would be taken care of. These Erib worshippers would learn their place, come hell or high water!!!

Urist worried how many dwarves would become emboldened by the Eribite mayors actions. Urist was especially concerned about the military, for they had all the weapons.

But at least some things at Blockedance never changed, and could provide calm moments amid the storm of chaos that swirled around this place...



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Lord Dullard** on **May 04, 2009, 10:54:24 pm**

Ah, cool, I whupped some arse!

I will side with the Queen, sniffing out and terminating any would-be do-gooders who would try to depose our rightful ruler!

And in case you're wondering, Dullard looks like this:

Spoiler (click to show/hide)

;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Tradanbattlan** on **May 04, 2009, 11:17:20 pm**

Quote from: Lord Dullard on May 04, 2009, 10:54:24 pm

Ah, cool, I whupped some arse!

I will side with the Queen, sniffing out and terminating any would-be do-gooders who would try to depose our rightful ruler!

And in case you're wondering, Dullard looks like this:

Spoiler (click to show/hide)

;D

You are most possibly the most awesome dude this side of the BADASS
Besides me, of course

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jarod Cain** on **May 04, 2009, 11:34:33 pm**

I'm not sure where Steve is, so I'm going to say he's Neutral, for now.
-J-

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Aldaris** on **May 05, 2009, 07:41:06 am**

I'd like a dwarf, please, just after whatever madness you're planning right now has blown over. Just name him Aldaris, he'll have gone quietly mad from the horror. Paranoid and all. might be useful in the storyline. Not an Erib worshipper, please.

Shame you don't have any magma sources here other than the finite amount of it in the pits. A liberal application of it would be fitting. Ah, well just make a giant stone hand sticking out of the ground in the shape of a fist with a raised middle finger. covered in the blood of the elven tree-huggers and Eribite menace.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jim Groovester** on **May 05, 2009, 06:23:06 pm**

Quote from: MrGimp on May 04, 2009, 07:09:06 pm

Quote from: Jim Groovester on May 04, 2009, 06:44:59 pm

I hope Grigrak's current incarnation suffers lots of internal strife from this duality. Supporting Queen Urist on an intellectual and emotional level while subconsciously simultaneously fearing and loathing her.

Speaking of Grigrak, do you have a new incarnation in mind, or do you want me to give some input on his next life?

There was one quick incarnation and then death I had in mind, feel free to pick the one after that...that will be your host for the duration of 'the event'.

Herrrm, this will be interesting. How about this?

Name: Eberdek
Gender: Either.
Profession: Queen Urist's loyal food taster.
Description: One would expect Queen Urist's food taster would have a short life, what with her many enemies. However, Grigrak's incarnations can only be killed by Queen Urist herself, not by anyone else who would want her dead. Therefore, Eberdek suffers all the ill effects of all the poisons in Queen Urist's food, save death. It is a horrible, miserable existence.

Feel free to alter the details as you see fit. I'll leave how Eberdek dies up to you, though I hope that it silly and pointless.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Labs** on **May 06, 2009, 07:49:14 pm**

Hey I just read this whole thing and i want in.

Name:Labs
Occupation:Marksdwarf(If possible)
Gender:Preferrably male but I'm not picky

I'm with the coup!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Argonnek** on **May 06, 2009, 09:54:27 pm**

If you wouldn't mind, I would like a dwarf:
Name: Argonnek
Profession: Some sort of craftsddwarf, preferably a clothesmaker
Gender: unimportant
Affiliation: I support my Queen!
If I must be recruited when the "Event" happens then I will proudly serve in the military

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **mythmonster2** on **May 07, 2009, 04:35:26 pm**

One question: How will you be doing this? Just use a program to turn all those dwarves that revolt into enemies?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 07, 2009, 10:20:53 pm**

No no, pissing everyone off enough to start a riot.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Christes** on **May 07, 2009, 11:38:24 pm**

But then they won't really fight in an organized civil war.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Jackrabbit** on **May 07, 2009, 11:39:50 pm**

My guess is MrGimp will keep Urist's side happy

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 09, 2009, 07:29:45 pm**

Heres a list including the new dwarves. So now we have...

Loyalist Heroes
MadMonkey24
Mogror Harbett (Mggarg Eater of Chicken)
Grigrak's Host (Jim Groovester)
Lord Dullard
Argonnek

Treacherous Jerks
Jazz (Jackrabbit)
Myth
Christes
Tradanbattlan's Ghost
Grigrak (Jim Groovester)
Labs

Neutrals
Eagle
Steve
Aldaris (Ill add you in after 'the event')

We still have Bowbeard, Hamdinger, Akigagak, LegoLord, Guy Montag (your guy will be in by the time of 'the event') to hear from...

Since Hamdinger and Lord Montague worship Armok, Ill default them to the Queen's side if I dont hear from you guys in time. I wouldnt want to lose one of Armok's precious slaves.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 09, 2009, 07:32:02 pm**

Quote from: mythmonster2 on May 07, 2009, 04:35:26 pm
One question: How will you be doing this? Just use a program to turn all those dwarves that revolt into enemies?

I dont really know how Im going to do it actually...I dont really plan things...things just kinda happen as I go.

Well...I have some ideas. Im definitely going to try and provoke a bunch of dwarves. :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 09, 2009, 07:52:04 pm**

Lord Jazz guarded the western entrance to Blockedlance. It was his position and his alone. The other three entrances to Blockedlance were each guarded by entire squads of dwarves, but not this one. This one needed only Jazz, for Jazz lived only for combat and to prove himself worthy of his adopted father, the old Captain of the Guard, Jackrabbit Spireknife. One day Jazz hoped to be buried beside him, in the Dwarven Valhalla Cave - the Cave of the Slain. Only the bravest and fiercest fighters received the honor of burial in the Cave of the Slain.

Jazz was suspicious of other dwarves, especially Queen Urist's military, and would not fight with them. He knew the Queen's sadistic hand had brought this suffering upon his family. She had left Captain Jack to burn out in the fields so that she could remove a great warrior who might oppose her...Jazz had always known this. But he would bide his time and hone his combat skills for now.

When the sieges would come, Jazz would march out by himself and go into berserkerkrang, the trance of a warrior!



The goblins were brutally and mercilessly cut down, and Jazz returned to his station.



During this most recent siege, the goblins threw themselves against the eastern ramparts. Now we have more goblins and beak dogs for arena torture. Huzzah!



One of the goblins also fell in the moat and drowned. Good. Im glad his death was slow. It gave him time to think about what he did.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: Tradanbattlan on May 09, 2009, 08:09:25 pm

Now, you sit in that water and you may not come out until you have realised what you have done!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: MrGimp on May 09, 2009, 08:18:34 pm

Queen Urist grabbed the Clerks clipboard and papers from his hands and threw them in the air, casting them all about.

"Just get it done or Ill send you up there to live with the low browed, knuckle dragging mouth breathers!!!" threatened the Queen.

"Yes, your majesty...I'm sorry I dropped my papers, your majesty," he said as he fell to the ground and began collecting the parchments. He grabbed them quickly, crumpling many of them up, then hurried from the room.

The Queen was under a lot of pressure lately. With the planning for her 20th anniversary celebration dragging on into winter, she was beginning to worry that her plans would end in failure. Just then, Mogror Harbett shuffled into the throne room.

"Ah! Wise dwarf, I was expecting to see you earlier," remarked the Queen coldly.

"Yes your majesty....sorry your majesty....but it is done...." mumbled the old dwarf as he hobbled towards the Queen.

The Queen's face went pale. She hadn't really wanted to believe it. "Take me to him."

Mogror stopped, and turned around, then began dragging his body back the way he had come. "Yes your majesty..."

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: MrGimp on May 09, 2009, 08:41:41 pm

The philosopher Asmel was bent over the Birchen bin, with golden statues on either side of him. He was looking through the artifacts hidden in the Queen's dining room while Mogror distracted the Queen in the throne room.

Mogror had told him of a great turtle shell idol of Armok that was the source of Armok's power in the fortress. Asmel would retrieve it, and the Queen's madness would be stopped.

Just then he heard something. He jumped back around like lightning. It was just Mogror.

"Oh, it's just you." Asmel sighed. "Wait...what are you doing here? Why arren't you talking to the Queen?"

Just then the Queen stepped into the room behind Mogror. Asmel fought the urge to vomit. He lost.

The Queen was heartbroken, she had awkwardly tried to love Asmel, even though she was a loveless bitch. She was unable to befriend anyone since the days before Blockedlance, since the days before she became Queen. There had been a brief moment where she and Asmel had connected...but niow here he was trying to destroy her God, ruin her chances at immortality, and kill her. She was lost for words.

"My queen....Im not trying to steal anything....I....I just wanted to play these two rose quartz harps you got here...."

"Shut up Asmel! I know what your plan here was!"

Asmel gulped.

"Mogror was setting you up the entire time, proving his loyalty. I reward loyalty. In fact, Mogror, you are going to live with one of the Duchess' naked daughters from now on."

"Oh yes youre majesty!" said Mogror as he nearly choked with excitement. His heartrate jumped through the roof, he felt as he had never felt in centuries, what with women not liking old crazy guys and all.

"As for YOU traitor....I have a special fate in mind. You have left me dead inside....and so shall I leave you. The celebrations of my Queenship are about to begin, and the blood is going to be on YOUR hands. You will watch them suffer!"



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 09, 2009, 08:51:34 pm**

Atis Athelkud, widow of the late Elder of the House of Erib lead her assigned companions down towards the cave river. The celebrations of Queen Urist's reign were about to begin, and Atis was ordered to take some dwarves down to the statue garden by the river and await the Queen's arrival. Atis was smug and confident. Many of the dwarves that were with her had already sworn themselves to her, and as Mayor she was going to lead a coup against the Queen. Yes when the Queen arrived tonight she would be surrounded. Her guards would be outnumbered, and if they did indeed fight, Atis knew of many in the military that would be sympathetic to her cause.

It was checkmate.

Atis lead the group down the hallway and around the corner.....but when they got to the doors of the cave river garden, they were found to be sealed by great steel slabs.

"What in the seventy two blazes???" cried Atis. The dwarves looked around for a lever, or switch. There was nothing. A loud slam was heard down the hallway. Atis rushed back to see that steel slabs were now sealing off her only exits from the peasant quarters.

Fuck.

There was a loud metal clang, and then the sound of rushing water. The dwarves began looking at each other with bewildered faces. Atis knew the jig was up.



Suddenly torrents of water poured from the ceiling. The panicked dwarves scattered in all directions...



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 09, 2009, 09:02:07 pm**

Holy diver, you are down so long in the midnight seaaaa
Oh what's becoming of meeeeeee

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 09, 2009, 09:35:37 pm**

They deserve it for getting locked in there against their will in the first place. What do you mean they didn't have any choice? Still there fault

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **Christes** on **May 09, 2009, 10:23:35 pm**

Quote from: MrGimp on May 09, 2009, 07:32:02 pm

Quote from: mythmonster2 on May 07, 2009, 04:35:26 pm

One question: How will you be doing this? Just use a program to turn all those dwarves that revolt into enemies?

I dont really know how Im going to do it actually...I dont really plan things...things just kinda happen as I go.

Well...I have some ideas. Im definitely going to try and provoke a bunch of dwarves. :P

Well the problem with making them go crazy is that they'll fight each other if they fight at all. For an organized revolt, the best idea is to to set them as enemies and let the fun unfold (maybe locking the neutral ones somewhere safe at the same time). Ultimately your call, of course.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok)**
Post by: **MrGimp** on **May 09, 2009, 10:37:38 pm**

Quote from: Christes on May 09, 2009, 10:23:35 pm

Quote from: MrGimp on May 09, 2009, 07:32:02 pm

Quote from: mythmonster2 on May 07, 2009, 04:35:26 pm

One question: How will you be doing this? Just use a program to turn all those dwarves that revolt into enemies?

I dont really know how Im going to do it actually...I dont really plan things...things just kinda happen as I go.

Well...I have some ideas. Im definitely going to try and provoke a bunch of dwarves. :P

Well the problem with making them go crazy is that they'll fight each other if they fight at all. For an organized revolt, the best idea is to to set them as enemies and let the fun unfold (maybe locking the neutral ones somewhere safe at the same time). Ultimately your call, of course.

How do I do that? Dwarf Companion?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 09, 2009, 11:45:52 pm**

I'm pretty sure you can. I haven't used companion, though.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 10, 2009, 12:52:13 am**

Yeah, companion has a setting to where you can set specific dwarves as enemies. Cant check it now, but ill go take a look tomorrow and tell you what it is, if im not beaten to it. Also, can i see my stats screen? Or maybe my little hideout? Thanks in advance.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 01:36:36 am**

Eagle was apprehensive. He paced around his hovel. These recent floodings were the straw that broke the camels back...he had to get out of here. He had already lost so many of his family members.

FPS: 99

Relationships of the Miner 'Eagle' Ikuddegel

Rovod Thikutakir, Planter

Atir Idashthikut Zoniggal Gikut, Champion

Iden Likoterith, Planter

Domas Histemstagshil, Planter

Obok Likotengash, Child

Kosoth Shuthrazurist, Child

Histem Inashlikot, Child

Udil Kibunib, Baby

Osram

Logem Ushatatul, Master Mason

Lokum Dastottaron, Markedwarf

Catten Sakzoldum, Eribite

erith Rinalunib, Markedwarf

Iden Loritkol, Markedwarf

Mosus Kadolatham, Child

Litast Nazushrigeth, Master Planter

Dead

Dead

Dead

Dead

God of Gambling and Luck

Mother

Father

Older Sister

Younger Brother

Younger Sister

Younger Sister

Younger Sister

Younger Sister

Deity

Passing Acquaintance

Passing Acquaintance

Passing Acquaintance

Passing Acquaintance

Passing Acquaintance

Passing Acquaintance

Passing Acquaintance

z: Zoom

8293: Scroll

v: View

Shift + Space: Done

Shift + Space: Back to Main

But where would he go? There were no outposts of the Ageless Matched Lashes beyond Blockedlance anymore. Letterclose was a ruined junkheap. The other nearby dwarven civilization was not very friendly to the Ageless Matched Lashes, and was cbarely clinging to existence in any event. Eagle would have to travel far to the north to find a safe mountain home....that was a journey he would not likely survive.

Eagle had often peered up at the great mountains that rose above the fortress. He had heard the stories of the Spirit of Fire that had lived up in the hills above Blockedlance for a year before being killed by Urist's guards.

Eagle decided to carve out a little Eagle perch as high in the mountain as he could go. Only the temple and the southeast tower were higher up than his home.

FPS: 100

SIEGE

Dwarf Fortress

Idlers: 18

The entrance to Eagles cave was windy, and he planned on setting it with a multitude of traps.

You can see some beak dogs charging down the hill at our great fortress in that pic. haha Mangy hounds.



The stairway then lead 5 levels or so down into the sandy soil below, where eagle would plant a crop of plump helmets once a year to make food and booze out of.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 10, 2009, 01:51:32 am**

So it's like a mini-hermit challenge within a community fortress that started out as a hermit challenge? Sweet.

By the way, how's Christes doing? What deity does she worship anyway?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 02:05:20 am**

God of luck? Oh, irony

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 02:20:44 am**

Speaking of irony....uhhhhh....

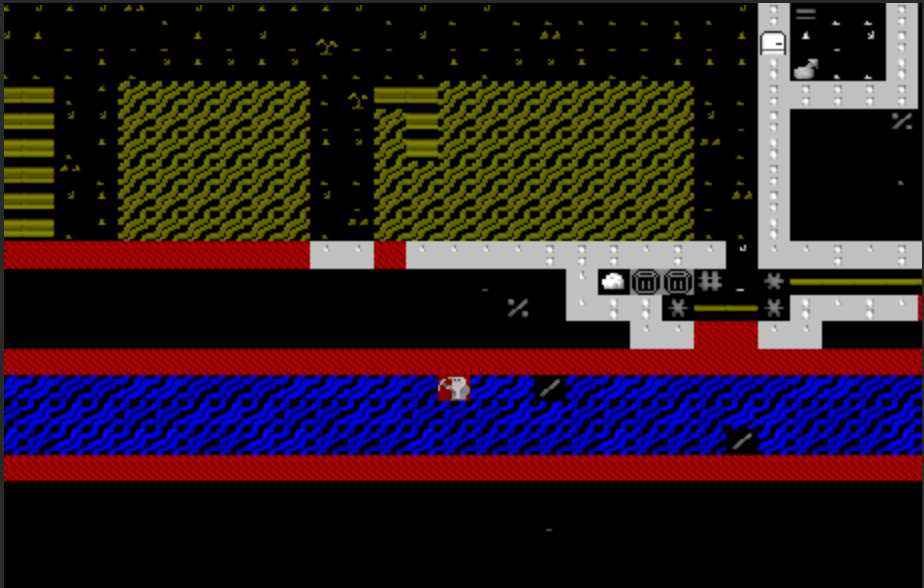
So Christes, you know how you were asking how your dwarf was doing? Yeah um....well....I guess shes doing better now than she was before. Erm....she kinda was feeling bummed recently. She...

```
needs alcohol to get through the working day and can't even remember the
last time she had some. She doesn't really care about anything anymore.
```

I guess she was tormented by those dreams of Tradan and the conflict between her sense of duty, and her desire to see a sane monarch placed upon the throne. Plus the no booze in the military thing didnt help.

```
FPS: 94 Lebes Gomathmomuz. "Lebes the Legendary Crypt"
Lebes the Legendary Crypt is a deity of The Ageless Hatched Lashes. Lebes
most often takes the form of a male dwarf and is associated with suicide and
duty.
```

Anyways, you worshipped Lebes the Legendary Crypt, God of duty and suicide....which is good cuz you just threw yourself in the moat.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 02:31:09 am**

Together.... forever... with yooooou....

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **RavingManiac** on **May 10, 2009, 03:25:08 am**

I request a dwarf by the name of Ravus Maniacus, and that he be a mechanic.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Maggarg - Eater of chicke** on **May 10, 2009, 06:32:47 am**

Booosh, Mogror scores!
That's actually kind of creepy.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 10, 2009, 09:40:25 am**

Yaaaaay (?)!! Now we can have our souls devoured *together*

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 10, 2009, 01:23:32 pm**

Alright, i have no idea how to have a controlled breakdown using DC. I made one of my guys a zombie, and everyone attacked him, but then other people started dying for no reason. Doesnt seem like what you're looking for.

We do have a river right? Ive got to get a channel going over to my farm, so i can have some water and a well. Then i need to steal things from the stockpiles to furnish and improve my hideout. Mwuahahaha!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 10, 2009, 02:13:43 pm**

Did you intentionally give Christes a breakdown, or did it just happen? You can't have much of a revolution if you kill the revolters off first :P

Does Christes have any family left?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 02:25:00 pm**

Quote from: Eagle on May 10, 2009, 01:23:32 pm

Alright, i have no idea how to have a controlled breakdown using DC. I made one of my guys a zombie, and everyone attacked him, but then other people started dying for no reason. Doesnt seem like what you're looking for.

We do have a river right? Ive got to get a channel going over to my farm, so i can have some water and a well. Then i need to steal things from the stockpiles to furnish and improve my hideout. Mwuahahaha!

You will live in a stark cave and drink booze and you will be thankful for the opportunity!!!

ahem.....uhhh....sorry, I thought I was Urist there for a minute. Uhhh....well, I wasnt gonna give you a well....but I guess I could....though I dont know why you would want one when you have godwater - I mean booze.

Im gonna have to lay down the [SHAME] and [GUILT] tags right now though Eagle. See how in the picture those goblins are right there by those dwarves helping you furnish your cave? Well theyre all trapped and they all keep dying. I wouldnt normally save scum for any measly dwarves, even forum dwarves...unless the death was really lame and stupid....but the problem is that the Clerk is one of the dwarves helping you out and I had an even match of breedable male and female Armok worshippers until now. Arrggghhh!!!

I tried to get Dwarf Companion to work so I could save him. No luck. Could never get Tweak to work either.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 02:34:57 pm**

Quote from: Christes on May 10, 2009, 02:13:43 pm

Did you intentionally give Christes a breakdown, or did it just happen? You can't have much of a revolution if you kill the revolters off first :P

Does Christes have any family left?

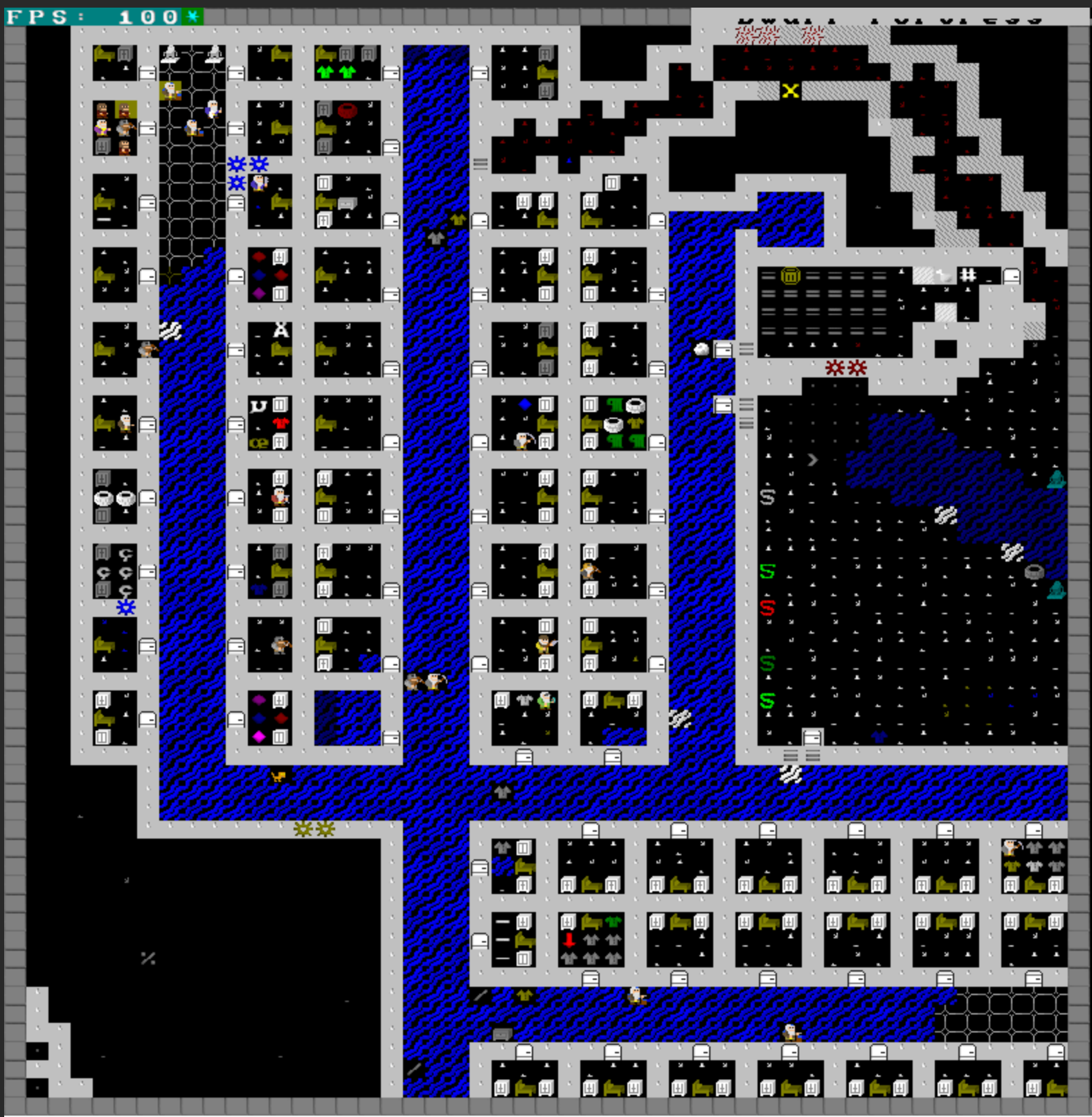
No family. And completely unintentional. I am a believer in letting things happen the way they happen. Hell, even writing this story in the first place was an accident. My dwarves all died except one named Urist so I figured it was my responsibility to tell the tale. It wasnt planned at all.

I only plot the basic gist of the story in my head. But changes are made as I go. So since Christes had already mentioned her plans to the other military leaders, her death will simply spur one of them to take charge. I suppose itll be Jazz. Or Myth. He is the Grand Master Mason afterall.

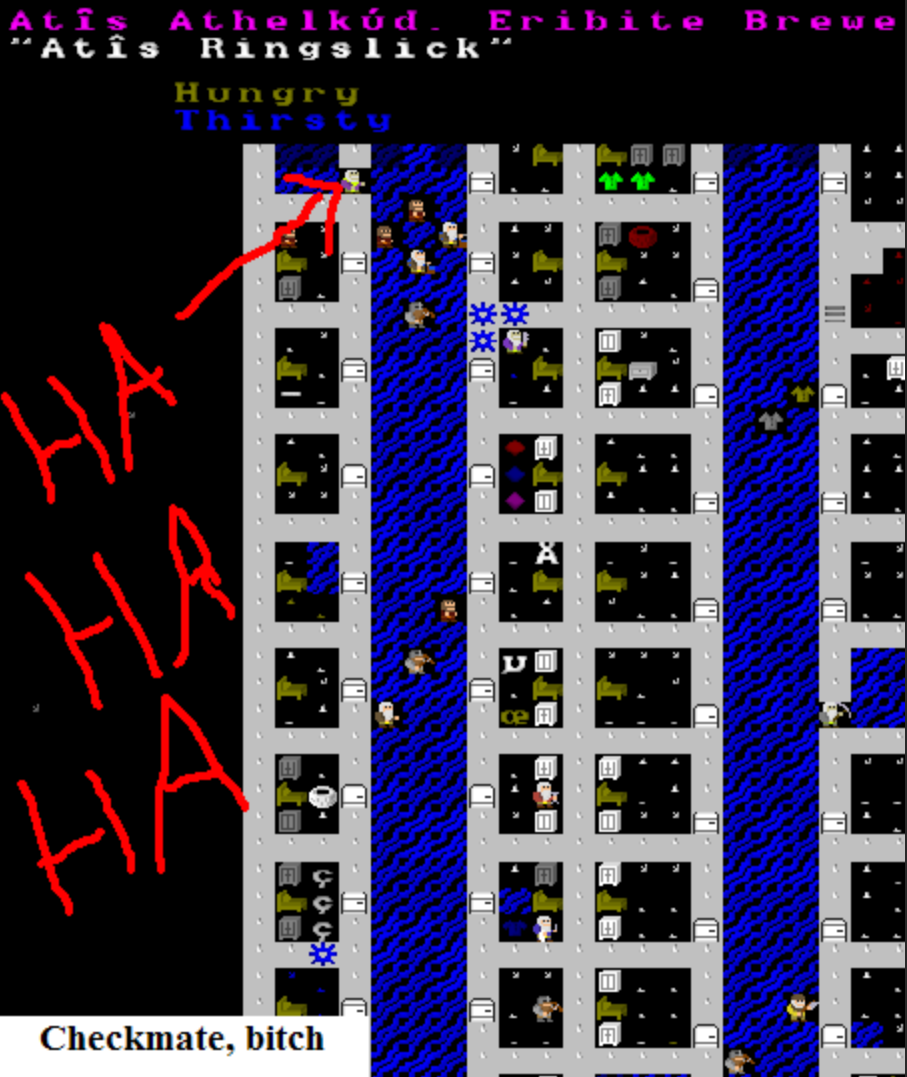
Atis Athelkud has also organized some of the military....though she wont be around to actually carry her plans out. Speaking of which....lets check in on Atis....



Seems like theyre all hiding in the back of a corridor as far away from the waves as they can get huh?



Well so how you holding up Atis?



Youre thirsty? What? Theres water all around!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 02:37:21 pm**

None? Ok.

Water water everywhere and not a drop to drink

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 02:41:32 pm**

Quote from: Maggarg - Eater of chicke on May 10, 2009, 06:32:47 am

Booosh, Mogror scores!
That's actually kind of creepy.

Well I have to make the Armok/Ber Steelearthen worshippers breed. And even the Duchess' oldest daughter is only like 15 or 16. But hey, theres nothing wrong with a 1200 year old hooking up with a 16 year old. Love is blind.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 02:42:45 pm**

And deaf and mute

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 10, 2009, 02:48:41 pm**

Quote from: MrGimp on May 10, 2009, 02:25:00 pm

Quote from: Eagle on May 10, 2009, 01:23:32 pm

Alright, i have no idea how to have a controlled breakdown using DC. I made one of my guys a zombie, and everyone attacked him, but then other people started dying for no reason. Doesnt seem like what you're looking for.

We do have a river right? Ive got to get a channel going over to my farm, so i can have some water and a well. Then i need to steal things from the stockpiles to furnish and improve my hideout. Mwuahahaha!

You will live in a stark cave and drink booze and you will be thankful for the opportunity!!!

ahem.....uhhh....sorry, I thought I was Urist there for a minute. Uhhh....well, I wasnt gonna give you a well....but I guess I could....though I dont know why you would want one when you have godwater - I mean booze.

Im gonna have to lay down the [SHAME] and [GUILT] tags right now though Eagle. See how in the picture those goblins are right there by those dwarves helping you furnish your cave? Well theyre all trapped and they all keep dying. I wouldnt normally save scum for any measly dwarves, even forum dwarves...unless the death was really lame and stupid....but the problem is that the Clerk is one of the dwarves helping you out and I had an even match of breedable male and female Armok worshippers until now. Arrggghhh!!!

I tried to get Dwarf Companion to work so I could save him. No luck. Could never get Tweak to work either.

NOOOOOOOO!!! So i died eh? Dammit, my dwarves always die before anything interesting happens to them.

I wanted to have a well specifically to hold off siege. Gotta ration plants for both eating and brewing in a siege.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 02:53:05 pm**

Quote from: Eagle on May 10, 2009, 02:48:41 pm

Quote from: MrGimp on May 10, 2009, 02:25:00 pm

Quote from: Eagle on May 10, 2009, 01:23:32 pm

Alright, i have no idea how to have a controlled breakdown using DC. I made one of my guys a zombie, and everyone attacked him, but then other people started dying for no reason. Doesnt seem like what you're looking for.

We do have a river right? Ive got to get a channel going over to my farm, so i can have some water and a well. Then i need to steal things from the stockpiles to furnish and improve my hideout. Mwuahahaha!

You will live in a stark cave and drink booze and you will be thankful for the opportunity!!!

ahem.....uhhh....sorry, I thought I was Urist there for a minute. Uhhh....well, I wasnt gonna give you a well....but I guess I could....though I dont know why you would want one when you have godwater - I mean booze.

Im gonna have to lay down the [SHAME] and [GUILT] tags right now though Eagle. See how in the picture those goblins are right there by those dwarves helping you furnish your cave? Well theyre all trapped and they all keep dying. I wouldnt normally save scum for any measly dwarves, even forum dwarves...unless the death was really lame and stupid....but the problem is that the Clerk is one of the dwarves helping you out and I had an even match of breedable male and female Armok worshippers until now. Arrggghhh!!!

I tried to get Dwarf Companion to work so I could save him. No luck. Could never get Tweak to work either.

NOOOOOOO!!! So i died eh? Dammit, my dwarves always die before anything interesting happens to them.

I wanted to have a well specifically to hold off siege. Gotta ration plants for both eating and brewing in a siege.

Nah youre not dead! Just the clerk and a bunch of peasants are. YOU are safely inside the cave with the door locked and one of the Duchess' daughters on your lap (thats just the way the dices rolled).

Oh and youll have PLENTY of booze and food. 12 farm squares for 1 dwarf is a lot.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 10, 2009, 02:55:23 pm**

Luck of the draw, I suppose.
While I'm just up in dwarven heaven with mah honey

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 03:01:40 pm**

Quote from: RavingManiac on May 10, 2009, 03:25:08 am
I request a dwarf by the name of Ravus Maniacus, and that he be a mechanic.

Sure Ill get you a dwarf but none of the mechanics worship Ber.

Just a warning.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 03:15:46 pm**

Christes slowly awoke from the heavy bliss that had fallen over her. There was white light all around. She was floating in it. There was nothing at all but emptiness.

"CHRISTES!!! Are you awake???" It was Tradan's familiar voice.

"Ugh" she mumbled. She turned around and saw her dead lover floating in the white oblivion next to her.

"CHRISTES!!!!" shouted Tradan as he leapt at her and hugged her. She hugged him back as she became more aware of what was going on.

"Wait....what is this place....where are we?" asked Christes.

"We're dead."

"Well....wheres all the other dead dwarves then?"

"I dont know....I figured that everyone just floated by themselves until you came. THANK THE GODS you came! Ive been here for....well....I dont really know how long. Feels like years."

"It has been years..." said Christes as she hugged Tradan again. "So I guess we're trapped here forever huh?"

"No, not forever....when I first got here some guy called Armok told me that my soul would slowly be consumed over the course of 10,000 years, and then I would cease to exist. He comes by to torture me every now again...but I havent seen him in a while."

"Great." said Christes. Hopelessness quickly set in as she floated along. Tradan was watching her intently.

"Say uhhh...honey? Theres not really anything to do here.....uhhhh....and as you can see not any clothes....sooo....you wanna bump uglies for the next ten thousand years?"

Christes sighed. "Sure, I guess."

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 10, 2009, 03:21:22 pm**

Quote from: MrGimp on May 10, 2009, 02:53:05 pm

Quote from: Eagle on May 10, 2009, 02:48:41 pm

Quote from: MrGimp on May 10, 2009, 02:25:00 pm

Quote from: Eagle on May 10, 2009, 01:23:32 pm

Alright, i have no idea how to have a controlled breakdown using DC. I made one of my guys a zombie, and everyone attacked him, but then other people started dying for no reason. Doesnt seem like what you're looking for.

We do have a river right? Ive got to get a channel going over to my farm, so i can have some water and a well. Then i need to steal things from the stockpiles to furnish and improve my hideout. Mwuhahaha!

You will live in a stark cave and drink booze and you will be thankful for the opportunity!!!

ahem.....uhhh....sorry, I thought I was Urist there for a minute. Uhhh....well, I wasnt gonna give you a well....but I guess I could....though I dont know why you would want one when you have godwater - I mean booze.

Im gonna have to lay down the [SHAME] and [GUILT] tags right now though Eagle. See how in the picture those goblins are right there by those dwarves helping you furnish your cave? Well theyre all trapped and they all keep dying. I wouldnt normally save scum for any measly dwarves, even forum dwarves...unless the death was really lame and stupid....but the problem is that the Clerk is one of the dwarves helping you out and I had an even match of breedable male and female Armok worshippers until now. Arrggghhh!!!

I tried to get Dwarf Companion to work so I could save him. No luck. Could never get Tweak to work either.

NOOOOOOO!!! So i died eh? Dammit, my dwarves always die before anything interesting happens to them.

I wanted to have a well specifically to hold off siege. Gotta ration plants for both eating and brewing in a siege.

Nah youre not dead! Just the clerk and a bunch of peasants are. YOU are safely inside the cave with the door locked and one of the Duchess' daughters on your lap (thats just

the way the dices rolled).

Oh and youll have PLENTY of booze and food. 12 farm squares for 1 dwarf is a lot.

O_O Damn, my god is awesome. Luck and gambling FTW! Oh, and *which* of the daughters do i have? Hope shes at least of age.... >_>

Damn, this story's randomness is amazing.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 10, 2009, 04:39:46 pm**

Quote from: MrGimp on May 10, 2009, 03:15:46 pm

Christes slowly awoke from the heavy bliss that had fallen over her. There was white light all around. She was floating in it. There was nothing at all but emptiness.

"CHRISTES!!! Are you awake???" It was Tradan's familiar voice.

"Ugh" she mumbled. She turned around and saw her dead lover floating in the white oblivion next to her.

"CHRISTES!!!!" shouted Tradan as he leapt at her and hugged her. She hugged him back and she became more aware of what was going on.

"Wait....what is this place....where are we?" asked Christes.

"We're dead."

"Well....wheres all the other dead dwarves then?"

"I dont know....I figured that everyone just floated by themselves until you came. THANK THE GODS you came! Ive been here for....well....I dont really know how long. Feels like years."

"It has been years..." said Christes as she hugged Tradan again. "So I guess we're trapped here forever huh?"

"No, not forever....when I first got here some guy called Armok told me that my soul would slowly be consumed over the course of 10,000 years, and then I would cease to exist. He comes by to torture me every now again...but I havent seen him in a while."

"Great." said Christes. Hopelessness quickly set in as she floated along. Tradan was watching her intently.

"Say uhhh...honey? Theres not really anything to do here.....uhhhh....and as you can see not any clothes....sooo....you wanna bump uglies for the next ten thousand years?"

Christes sighed. "Sure, I guess."

Beautiful.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 05:05:26 pm**

It depends on whether or not the male refractory period exists in the afterlife

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 10, 2009, 06:51:58 pm**

Quote from: MrGimp on May 10, 2009, 03:15:46 pm

Christes slowly awoke from the heavy bliss that had fallen over her. There was white light all around. She was floating in it. There was nothing at all but emptiness.

"CHRISTES!!! Are you awake???" It was Tradan's familiar voice.

"Ugh" she mumbled. She turned around and saw her dead lover floating in the white oblivion next to her.

"CHRISTES!!!!" shouted Tradan as he leapt at her and hugged her. She hugged him back and she became more aware of what was going on.

"Wait....what is this place....where are we?" asked Christes.

"We're dead."

"Well....wheres all the other dead dwarves then?"

"I dont know....I figured that everyone just floated by themselves until you came. THANK THE GODS you came! Ive been here for....well....I dont really know how long. Feels like years."

"It has been years..." said Christes as she hugged Tradan again. "So I guess we're trapped here forever huh?"

"No, not forever....when I first got here some guy called Armok told me that my soul would slowly be consumed over the course of 10,000 years, and then I would cease to exist. He comes by to torture me every now again...but I havent seen him in a while."

"Great." said Christes. Hopelessness quickly set in as she floated along. Tradan was watching her intently.

"Say uhhh...honey? Theres not really anything to do here.....uhhhh....and as you can see not any clothes....sooo....you wanna bump uglies for the next ten thousand years?"

Christes sighed. "Sure, I guess."

bumping uglies...

You know, that's probably the best description of dwarven sex I've heard.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 08:42:35 pm**

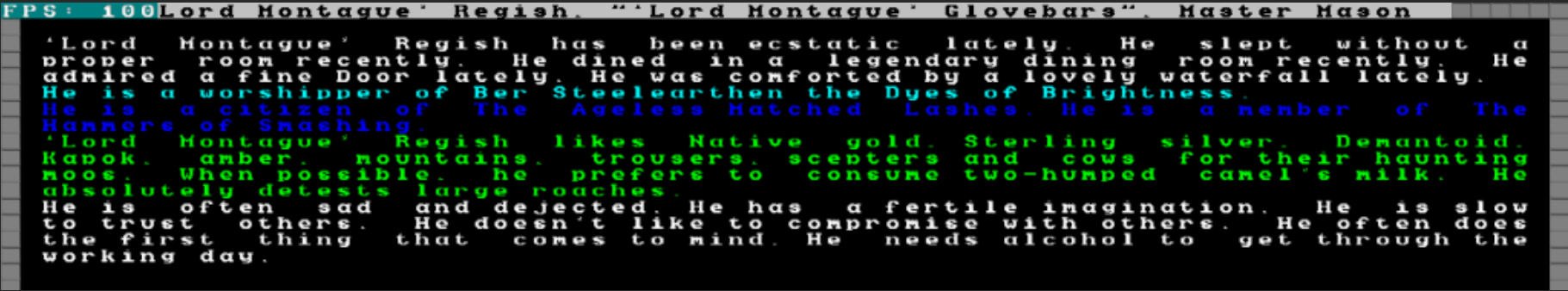
So its Spring of 230 by the way. I forgot to mention that.

FPS: 100olis Rifotkübuk. "Blockedlance"										1st Granite. 230. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:		6543282*		Population:		159													
Weapons:		414119*		Miners		12				Champions		35							
Armor and Garb:		640954*		Woodworkers		5				Axe Lords		None							
Furniture:		461581*		Stoneworkers		1				Swordedwarves		None							
Other Objects:		3064164*		Rangers		None				Swordmasters		None							
Architecture:		991124*		Metalsmiths		3				Hacedwarves		None							
Displayed:		524687*		Jewelers		4				Hace Lords		None							
Held/Worn:		446653*		Craftsdwarves		7				Hammerdwarves		None							
Imported Wealth:		2213204*		Nobles/Admins		11				Hanner Lords		None							
Exported Wealth:		175925*		Peasants		3				Speardwarves		None							
Food Stores:		19566		Children		23				Spearmasters		None							
Meat		114		Fishery Workers		None				Marksdwarves		17							
Seeds		787		Farmers		32				Elite Mrksdurvs		3							
Fish		35		Engineers		2				Wrestlers		None							
Drink		7763		Trained Animals		None				Elite Wrestlers		1							
Plant		581		Other Animals		9				Recruits		None							

First the population was up to 234, then dropped to 160 something. Then it went back up to 190 something, now here it is crashing again. Already there are only 159 dwarves left.

Fortress wealth still sits stubbornly below 7 million.

Heres some of the recently requested dwarves.



There is Lord Montague, one of the Master Masons and second in command only to Myth Kediden. Lord Montague had come to be at the front of the chaos in Blockedlance when he had stepped forward to Queen Urist and tipped her off to the Grand Master's involvement with Atis Athelkud. It was Lord Montague that had provided Queen Urist the information she needed to thwart the Eribite coup. He is a morose and dark fellow...and sometimes impulsive. He is cynical and trusts no one other than the Queen which gives him power.



There is also our Tanner of Armok, Argonnek Bodiceassaults. I love the last name...I suppose she is lesbian then? Or just likes boobs? Anyways....Argonnek is also dark, morose, and untrusting. Thus she will become a proper follower of Armok. She is already a faithful worshipper of Ber Steelearthen, which is better than just being a regular worshipper, you know?



Last but not least is Lord Labs Taxclasps, the Door of Basements. Though he does not worship Armok he is a rare champion marksdwarf leading an elite band of snipers in the name of the Queen. Though we do not fully trust this heathen, we need all the military dwarves we can get on Armok's side, and we definitely want some marksdwarves.

I think theres two more dwarves I have to add in. Ill get them in the next update hopefully.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **CaptainBlood** on **May 10, 2009, 09:12:26 pm**

Very entertaining story! I'll take a Loyalist Dwarf if you need one to replace the old clerk.

Name: Mod
Personality: Likes to kick puppies, kittens etc. Is sadistic and insane. I figure he'll make a good Loyalist to the Queen.

If you don't need a clerk (I couldn't exactly tell from that post), then a Cook would do, or butcher. Someone has to keep the kittens and puppies from taking over the fortress!

btw, You can use Dwarf Companion to make a revolution. You have to go to each individual dwarf and set the civ tag to a warring nation. Just check what the goblin civ tag is during a siege. You cant control them of course, but I think they'll stay in the area (I never tried it on a large scale). The civilization tag is at the bottom of the general information tab when you double click a dwarf name in the program.

You can also make certain dwarves butcherable if you would want. Just let me know and I can help.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 10, 2009, 09:27:37 pm**

Unfortunately, slaughtering pets and dwarves has a bit of a drawback (the negative thoughts in your case wont be a drawback): anything resulting from the slaughter cant be used. This includes bones, meat, and skulls. Whats more, dwarves wont automatically haul it away, you have to manually dump it. Im not sure if they'll bury dissected dwarves.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 09:30:57 pm**

Yeah they wont bury them if their civ is changed.

Is there anyway in Dwarf Companion to just make a dwarf berserk?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 09:32:52 pm**

have I said this is awesome and the writing is fantastic recently? No?

This is awesome and the writing is fantastic!

Oh and yeah I can make you the Clerk Captain Blood. I have a Planter of Armok that needs a noble profession anyways.

I didnt really explain that Clerks death very well did I.....perhaps there was a reason though. The story gets kinda creepy.....you guys have stuck with me through child murder and dwarven sacrifice.....but dont blame me if this goes too far....it wasnt me it was dwarf fortress! It started it!!!

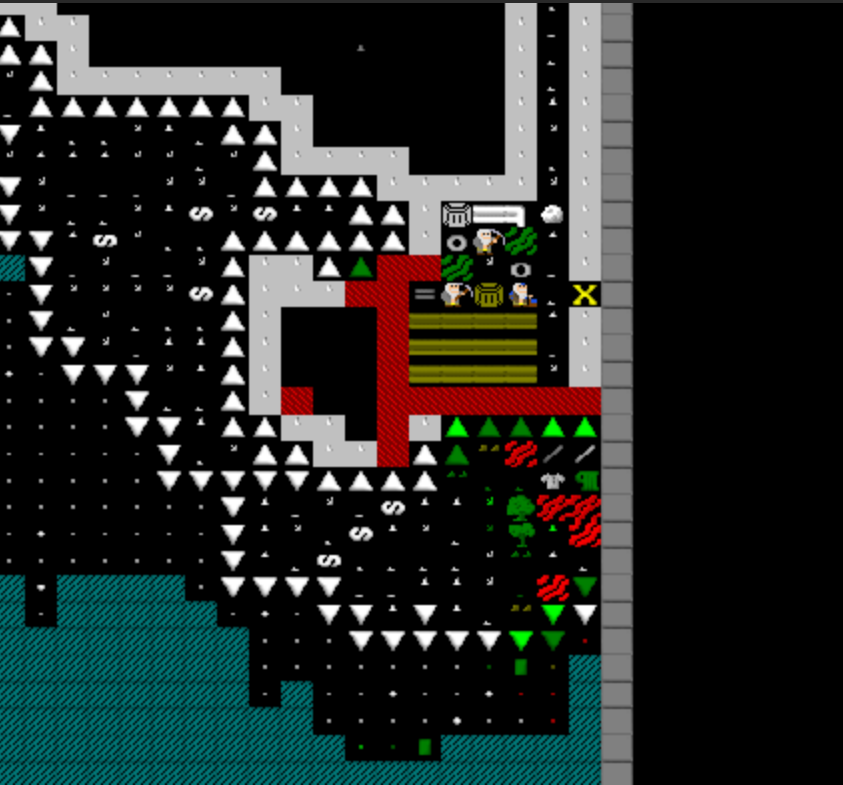
Anyways....back when Eagle made his escape he did so with the help of another dwarf, a miner named Catten. When Eagle had fled the city walls and met Catten in the hills, he was shocked to find one of the Duchess' naked daughters bound and gagged and slung over his shoulder. She was unconscious.

"What the hell are you doing??? We didnt agree to anything like that!!!" shouted Eagle.

"Oh shut up kid....you need me...now just lead the way to your little hideout and you can have all the fun with her that Im gonna have..." snarled the creepy old miner.

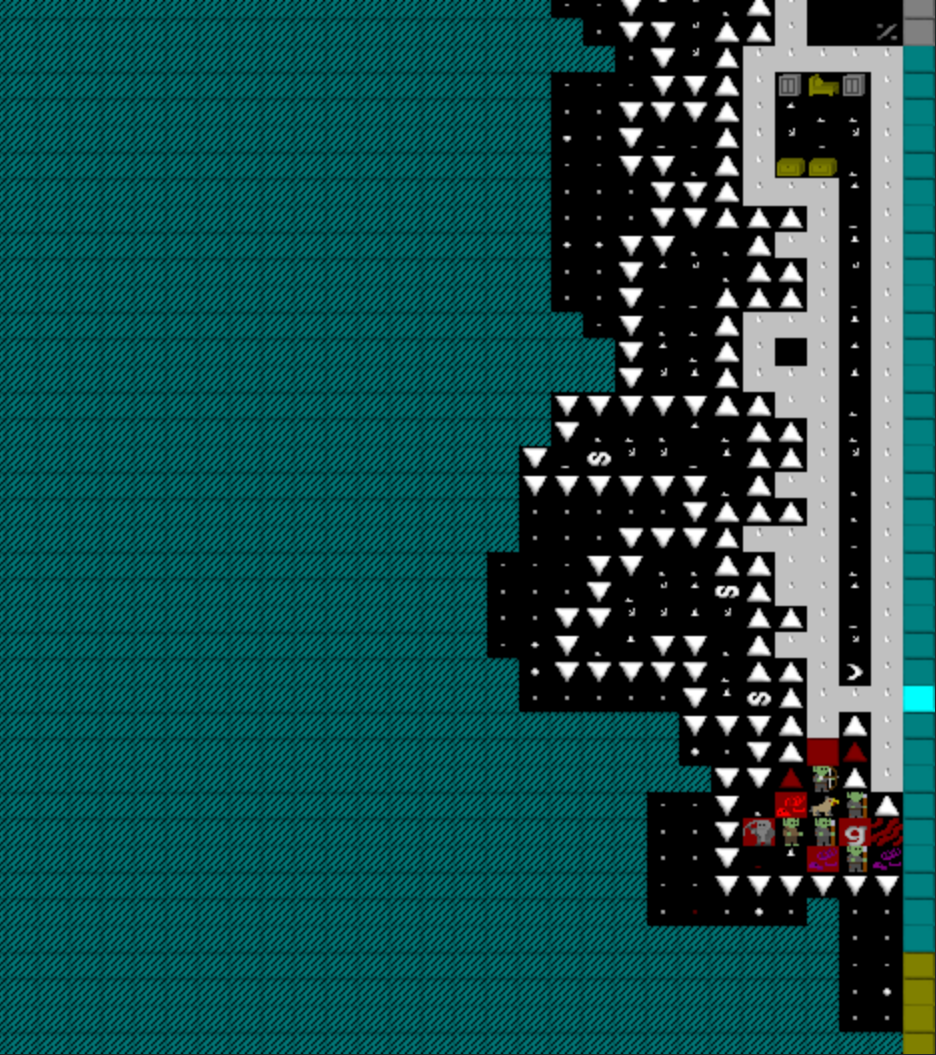
"Holy Gods...." mumbled Eagle. He looked back at the fortress. There was no home there. "Wont they come looking for her?"

"Probably," Catten said smuggly. "We best get going." He shifted the girls unconscious body on his shoulders and set off. Eagle reluctantly followed.



Yep....life became like some sick version of Deliverance....although instead of creepy country folk, it was creepy dwarven miners. They set up a still and hung out all day with the Duchess' fourteen year old daughter getting drunk.

I wont get explicit. We know what went on in that cave.



The Queen had sent a search party on behalf of the frantic Duchess. It was lead by the Clerk Zafol. They had almost stumbled upon the perverts' lair when a goblin siege showed up. The Clerk and the other dwarves were slaughtered on the mountainside.

It was another terrible day in a sick sad world.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 09:59:25 pm**

:D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 10, 2009, 10:37:55 pm**

¬\ (o_°) /¬

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 10, 2009, 10:42:01 pm**

So, we have one demoralized, sane person, one sociopathic person and one... insane? person

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **CaptainBlood** on **May 10, 2009, 10:50:36 pm**

Yeah I should have mentioned that. I'm pretty sure they won't bury butchered dwarves. You can make dwarfs go berserk with DC tho. They'll attack other berserk dwarves also...
I also noted a while back, I made a dwarf berzerk while he was standing on a cage trap and he was immediately caged. I later used him for a gladiatorial deathmatch.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 10, 2009, 10:54:18 pm**

For some reason I found that last update harder to read than all of the baby-slaughtering, maniacal mass-murdering previous ones.

I'm probably desensitized to the latter stuff since it's just normal in DF.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **CaptainBlood** on **May 10, 2009, 11:28:35 pm**

Quote from: Jackrabbit on May 10, 2009, 10:42:01 pm

So, we have one demoralized, sane person, one sociopathic person and one... insane? person

Insane dwarfs are more fun. Plus, it would be hard to be a proponent of the Queen and be a sane person...

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 11:35:50 pm**

Quote from: Christes on May 10, 2009, 10:54:18 pm

For some reason I found that last update harder to read than all of the baby-slaughtering, maniacal mass-murdering previous ones.

I'm probably desensitized to the latter stuff since it's just normal in DF.

Yeah it was pretty creepy wasnt it???

Im gonna make a mental note....Hitler-esque mass-murder and baby death, yes....Creepy Miner HFS, no. Would it make it better if I reminded everyone that the Duchess's daughters run around naked and sniffing quarcaine? Quarcaine people!!! Theyre rich slutty drug addicts....like Paris Hilton or something.

Also, 14 is young in human years, but in dwarf years she was an adult at 12. So its not as bad.....uhhh, right?

Besides...Queen Urist had nothing to do with this one. Shes actually trying to hunt down the kidnappers. So for once, shes really one of the good guys.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 10, 2009, 11:39:01 pm**

Quote from: CaptainBlood on May 10, 2009, 11:28:35 pm

Insane dwarfs are more fun.

That's the spirit!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jim Groovester** on **May 10, 2009, 11:56:26 pm**

Quote from: MrGimp on May 10, 2009, 11:35:50 pm

Im gonna make a mental note....Hitler-esque mass-murder and baby death, yes....Creepy Miner HFS, no.

What, we can't have depravity with our violence? Where's the fun in that?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **ousire** on **May 11, 2009, 12:29:52 am**

Quote from: Jim Groovester on May 10, 2009, 11:56:26 pm

Quote from: MrGimp on May 10, 2009, 11:35:50 pm

Im gonna make a mental note....Hitler-esque mass-murder and baby death, yes....Creepy Miner HFS, no.

What, we can't have depravity with our violence? Where's the fun in that?

i was always of the opinion they go hand-in-hand

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 11, 2009, 12:51:36 am**

If only we had some tentacle demons.

Quote

This is an engraving of a tentacle demon and Catten. The tentacle demon is committing a depraved act on Catten.

Edit: hmm - do you still have the demon glowing pit accesible? Perhaps Catten might find his way down there as part of dwarven justice.
:D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Guy Montag** on **May 11, 2009, 01:13:28 am**

Muy excelente!

Lord Montague is just depressed because modern dwarves are just too soft and idealist. Back in the glory dayes O' yore, dwarves raped, pillaged and burned for the glory of of the gods and the dwarven race! The fall of Letterclose is obviously testament to the decadent downfall of the once mighty dwarven master race.

Now is the chance to purge the traitors, carve out the Erbite cancer and spill blood to make the race pure and strong under the Queen's benelovent leadership!

Also, find time for booze and depraved acts on children and animals. For morale reasons, you know.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Maggarg - Eater of chicke** on **May 11, 2009, 10:48:00 am**

To be honest, the combined age of catten and eagle can be nowhere near 1200.
I win in creepiness.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 11, 2009, 03:25:25 pm**

Quote from: Jackrabbit on May 10, 2009, 10:42:01 pm
So, we have one demoralized, sane person, one sociopathic person and one... insane? person

Which...which...which one am i?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **mythmonster2** on **May 11, 2009, 04:16:02 pm**

Quote from: MrGimp on May 10, 2009, 09:46:10 pm
with the Duchess' fourteen year old daughter getting ***drunk***.

Surely you meant sober? Tis physically impossible for a dwarf to get drunk! It's their natural state!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 11, 2009, 04:16:36 pm**

Quote from: Eagle on May 11, 2009, 03:25:25 pm
Quote from: Jackrabbit on May 10, 2009, 10:42:01 pm
So, we have one demoralized, sane person, one sociopathic person and one... insane? person

Which...which...which one am i?

The sane one

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Nightwind** on **May 11, 2009, 07:39:08 pm**

I claim dibs on the next dwarf who goes fae... erm, in this context, probably FELL....

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 11, 2009, 07:40:59 pm**

I do believe it is 'dibs'

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 11, 2009, 07:56:59 pm**

Actually I can think of several valid meaning for "dips" in this context.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 12, 2009, 11:02:50 am**

Quote from: Nightwind on May 11, 2009, 07:39:08 pm
I claim dibs on the next dwarf who goes fae... erm, in this context, probably FELL....

One JUST went fay. You missed it though....he already made his artifact. Some stupid dolomite ring. Its worth 110,000 though. But pretty boring...and he didnt even get legendary.

But the next dwarf that goes fay will get renamed Nightwing. You better make me some artifact armor! :D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 12, 2009, 11:38:10 am**

Alright heres some more recently requested dwarves. Aldaris, you had asked to be put in after the 'event', but Ill put you in now before I forget about you. The 'event' is changing form in my head and will probably become a chapter all its own and be a long drawn out process.

Aldaris

FPS: 99 'Aldaris' Ushatatul has been ecstatic lately. She has complained about the draft lately. She slept without a proper room recently. She admired a very fine Glass Window lately. She ate a legendary meal lately. She had a wonderful drink lately. She gave somebody water lately. She dined in a legendary dining room recently. She had a fine drink lately. She has been satisfied at work lately. She is a worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Aldaris' Ushatatul likes Cinnabar. Steel. Plume agate. Rubber tree. elk leather. Rope reed Fabric and orioles for their coloration. When possible, she prefers to consume Dwarven ale and Dwarven wheat flour. She absolutely detests lizards. She is not a risk-taker. She is often cheerful. She appreciates art and natural beauty. She is incredibly frank and candid in dealings with others. She takes time when making decisions. She needs alcohol to get through the working day. She does not mind being outdoors. at least for a time.

A member of the elect - those chosen few who will survive doomsday - Aldaris was among the Freemasons who remained loyal to Urist. The rest are under the spell of the Grand Master Myth. Aldaris joins the Queen in the Temple/Palace complex before it is sealed.

Mod
FPS: 100 'Mod' Nazushrigwth has been quite content lately. He has complained about the draft lately. He admired a fine Door lately. He slept without a proper room recently. He dined in a legendary dining room recently. He has been tired lately. He had a wonderful drink lately. He has complained of thirst lately. He has been satisfied at work lately. He is a worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Mod' Nazushrigwth likes Sandstone. Nickel silver. Pink Jade. maces. bins. trumpets and acorn flies for their deafening buzz. When possible, he prefers to consume rainbow trout. Dwarven ale and Wild strawberry Seeds. He absolutely detests lizards. He has a calm demeanor. He feels strong urges and seeks short-term rewards. He can handle stress. He does not trust others. He dislikes confrontations. He is completely disorganized. He needs alcohol to get through the working day.

The Planter of Armok, Mod, is also one of the elect. He will grow our food and make us fat and merry. And then when hes done with that, he can get down to his office and check the stockpiles. Mod is a believer in the power of paperwork, and his office is covered with the scattered disorganized articles and records thrown all about.

Ravus Maniacus
FPS: 23 Ravus Maniacus' Zalisatis has been fine lately. She has complained about the draft lately. She slept without a proper room recently. She has been tired lately. She admired a fine Door lately. She has been satisfied at work lately. She has complained of thirst lately. She was disgusted by a miasma lately. She has complained of hunger lately. She is married to Catten Clinchealve and has two children: Catten Hailworked and Melbil Faithwork. She is a worshipper of Shilrar Gulfswam the Livid Larks. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Ravus Maniacus' Zalisatis likes Orthoclase. Nickel silver. Cinnamon grossular. horn. picks. amulets and donkeys for their stubbornness. When possible, she prefers to consume Longland beer. She is often nervous. She occasionally overindulges. She is unassertive. She appreciates art and natural beauty. She has a good awareness of her own emotions. She is candid and sincere in dealings with others. She is willing to compromise with others. She strives for excellence. She needs alcohol to get through the working day.

Ravus' entire family has been slaughtered by Urist and the violence within the walls of Blockedlance. She is the sole survivor...recently recruited by Urist to enter the temple and wait there. Ravus had always been loyal, even when here family was killed, and so was not slaughtered like most who enter the temple. No, Ravus was among the elect, and would live with the Queen inside the complex from then on, helping Mogror Harbett with his engineering projects and crazy ideas.

Title: **Re: Urist Salv**dangers the Dwarven Pol Pot (now with more Armok!)
Post by: **MrGimp** on **May 12, 2009, 11:40:56 am**

And now back to the not-so-elect.....



How you doing down there Atis???



Hmmm....not so good huh?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Nightwind** on **May 12, 2009, 12:01:23 pm**

Sure, I'll take the name nightwing, I think I'd look pretty good in black spandex powerarmor and a belt full of wonderful TOYS!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 12, 2009, 12:33:12 pm**

Quote from: Nightwind on May 12, 2009, 12:01:23 pm
Sure, I'll take the name nightwing, I think I'd look pretty good in black spandex powerarmor and a belt full of wonderful TOYS!

Doh....I mean Nightwind! hahaha ;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Zulaf** on **May 12, 2009, 02:25:59 pm**

I wish to be thrown back in this dwarf meat grinder, If at all possible a smith of some sort, maybe even an Armok worshiper. If no smiths available then just a peasant hauler waste of space?

Name: Kulaka

Male if possible but it dont realy matter, I mean how long can I live this time?

EDIT: Oh ya I side with the queen if I get put it before the event happens

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Nightwind** on **May 13, 2009, 01:28:15 am**

Both are fine, really.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Maggarg - Eater of chicke** on **May 15, 2009, 10:51:20 am**

That water is going to be a bit awkward to drain.
Still, we'll have towercaps in the corridors.
Towercaps mean wood, leading to axles, leading to BATSHIT ENGINEERING.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 04:22:07 am**

Sorry everybody, Ive been a bum. :-[

Actually, Ive been designing web pages....for money I might add!

Update Sunday....Monday at the latest. I promise!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 01:37:17 pm**

Grigrak's consciousness floated around the fortress, being attracted to one energy, repulsed by another. The currents of space time guided him randomly towards his fate.

At last his unconscious consciousness collided with a living being, and melded with it. Grigrak became aware of his surroundings again, though his memories of his past lives quickly receded into his subconscious. Memories were now coming to him that were not his, but yet, they were his. His disorientation faded. He was a small dwarven child living at Blockedlance. It had always been this way as far

back as he could remember. He noticed he was sitting in a pool of water that was rising higher and higher, already up to his chin. The memories of the dwarven child had now fully become his own. He now remembered where he was and what was going on.

"Oh yeah....." mumbled Grigrak's host. "FUCK!!!"

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Lord Dullard** on **May 17, 2009, 02:09:35 pm**

Darn. I'd honestly sorta been hoping Grigrak would meld with some fanatically loyal dwarf (perhaps even Dullard), making them a walking time-bomb just waiting to off Urist at an opportune moment. :D

Looking forward to more updates!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jim Groovester** on **May 17, 2009, 03:28:29 pm**

Desperate situations are what Grigrak calls home. At least this time he won't starve to death.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 03:45:52 pm**

Grigrak stood, the water was still past his waist and getting higher. He was hungry and thirsty...but did not want to drink the filthy bloody water mixed with dirt, grime, soot, and gore. His last meal had been two days ago, when he had lucked out and stumbled upon a dead rat floating in the water. It had only been dead for a little while, too, judging by its taste.

Grigrak waded through the halls. The end was near. They all knew it. He looked into the eyes of the other trapped dwarves and could see that they had given up all hope.

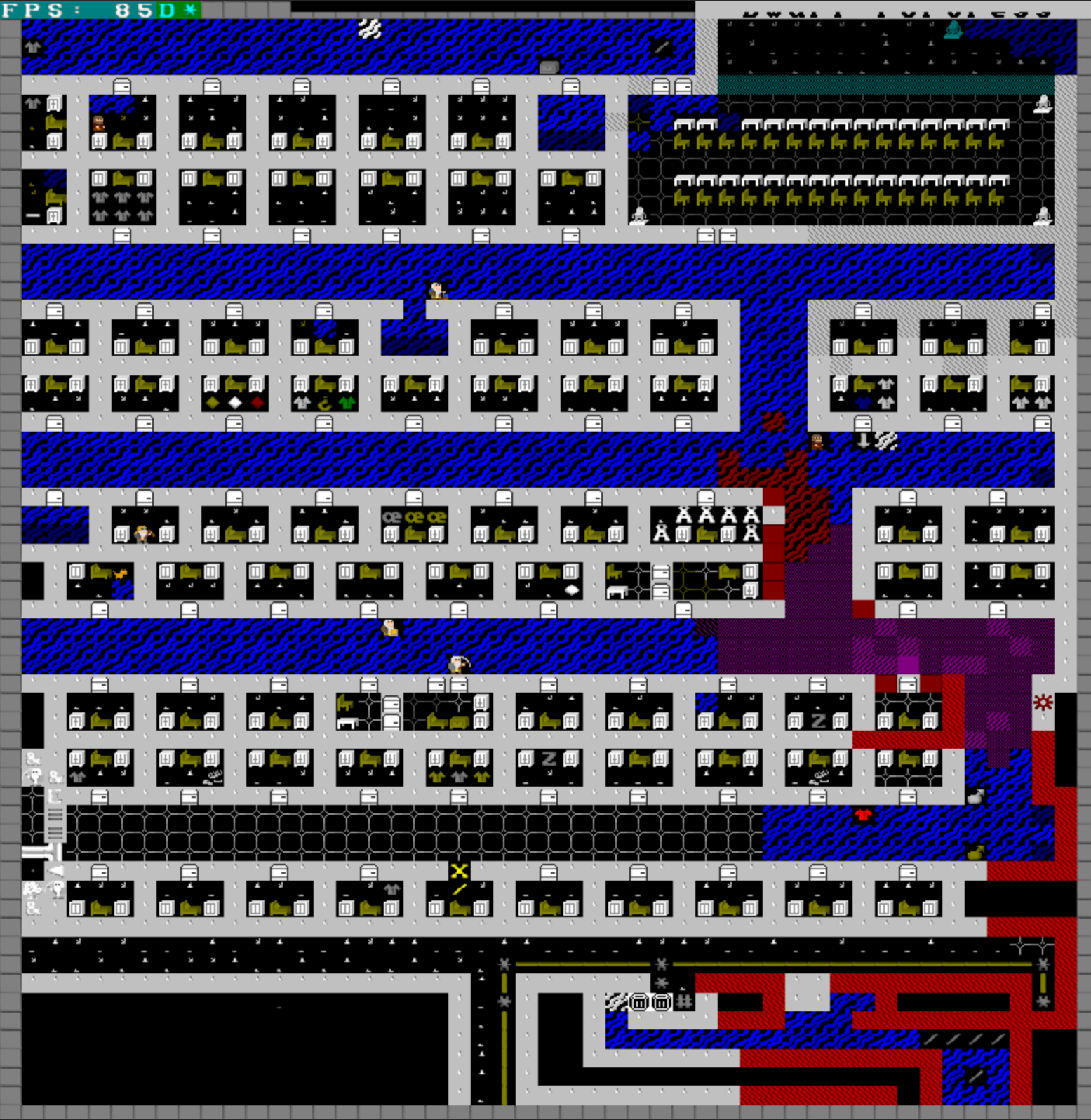
At that moment, a mad naked dwarf came splashing through the hallways with a severed head in his hands! The dwarves shrieked in terror at the sight of the berserk dwarf, and fled in terror in all directions. Grigrak's tiny legs barely touched the bottom of the hallway now, and he knew not how to swim. He splashed and kicked, but the insane maniac caught up to him.....

<http://mkv25.net/dfma/movie-1348-trappeddwarfgoesberserk> (<http://mkv25.net/dfma/movie-1348-trappeddwarfgoesberserk>)

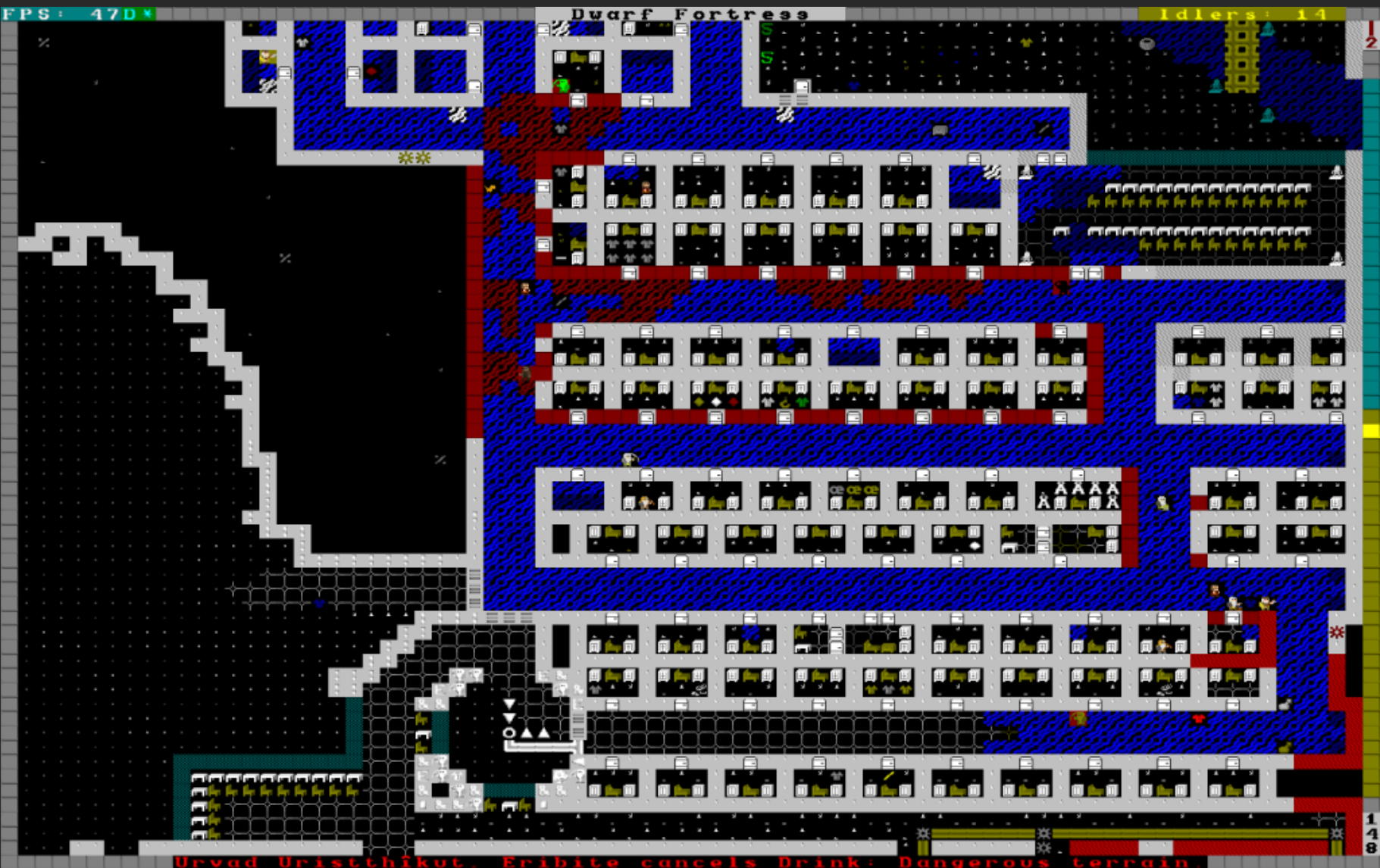
Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 03:53:50 pm**

I wanted to get the rest of that dwarves killing spree on film but I kept getting interrupted by elf ambushes. Seriously...it paused my game 12 times. It made me want to smash.

But heres pictures of the aftermath...



And here we see the heathens, bathing in their own blood.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jim Groovester** on **May 17, 2009, 03:56:55 pm**

Quote from: Jim Groovester on May 17, 2009, 03:28:29 pm
Desperate situations are what Grigrak calls home. At least this time he won't starve to death.

At least he didn't have to go through the agony of dehydrating or drowning either, I guess. Small comfort in being painfully and slowly beaten to death.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 04:00:24 pm**

Quote from: Magqarg - Eater of chicke on May 15, 2009, 10:51:20 am
That water is going to be a bit awkward to drain.
Still, we'll have towercaps in the corridors.
Towercaps mean wood, leading to axles, leading to BATSHIT ENGINEERING.

If you're looking for batshit engineering, you've come to the right place!



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 04:08:01 pm**

VANDALS!!!



Slobbering filthy beasts these peasants are....stupid ignorant vicious animals! They smashed up the fortresses nice things! They even smashed up the roads in the courtyard!!!



Urist cracked her knuckles and headed off to go give some beatings.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 05:58:25 pm**

A couple marksdwarves had been locked up in the temple starving room for suspicion of rebellious thoughts. The terror of watching his babies die and rot in front of him made the father snap.



<http://mkv25.net/dfma/movie-1349-babykill> (<http://mkv25.net/dfma/movie-1349-babykill>)

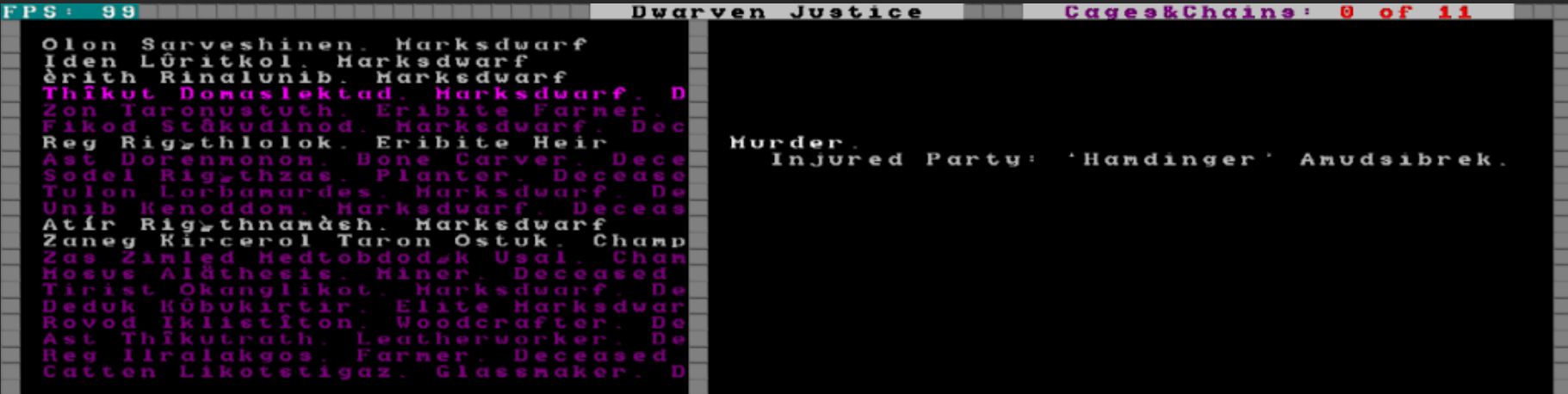
[Spoiler](#) (click to show/hide)
The funny part is that when the father gets killed, it makes the mother go berserk and kill her baby. hahahaha

Then she starved of course.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 06:11:23 pm**

Chapter #9 - A House Divided

MURDER!!!



The stealthy resistance movement has struck again. A very brave suicide beater tackled the Hammerer in the dining hall. Our mighty hammerer was beset from behind, a knife in his back before he knew what hit him. He swung around with his mighty hammer, but the nimble dwarf avoided him. The crazy got in a few good hooks to the Hammerers face before bringing the hammerer down with a sweep. While lying on the floor, the berserk dwarf grabbed the hammer from Hamdinger's hands and brought the block of steel hard down on his face. It made a nice crunch/squish kinda sound.

Queen Urist was aghast at the horrors. She ordered all worshippers of Ber Steelearthen inside the temple. She would protect her flock from the unwashed mob. They would be safe inside the temple, where Urist had stored enough food to last for years, and where farms and wells would soon be set up to keep the Elect independent. Urist allowed a few heathens in, those that she deemed had important legendary skills. She would use them for now, and throw them away later.

Before she herself entered the temple and sealed the steel doors however, she had to go beat the shit out of that guy for killing the Hammerer of Armok!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 17, 2009, 06:16:18 pm**

Oh yeah and Zulaf, I dont have any more Armok worshippers. Are you okay with a ~~dead dwarf~~ infidel?

Or you can get dibs on the next Hammerer (if hes a worshipper of the right God)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 17, 2009, 06:58:09 pm**

!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 17, 2009, 08:00:13 pm**

Tradanbattlan has become enraged

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Labs** on **May 17, 2009, 08:21:46 pm**

;D I love the storytelling so far and I love how you put it together.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Zulaf** on **May 17, 2009, 08:35:30 pm**

Hammerererer is fine.

If he is a infidel then just whatever is fine.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 18, 2009, 09:30:25 pm**

Man its getting FUN at Blockedlance! To all who think the games too easy (me included) just sacrifice half the population. So many tantrums, so much berserkerkrang. Plus the flood in the peasant quarters has dropped my FPS to negative numbers.

I havent even gotten through spring yet....two more weeks to go. In the two and a half months of spring I have 'lost' about 50 dwarves. Thats just one season.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **May 18, 2009, 09:52:02 pm**

Look for a dwarf with the most friends and come up with a reason to kill her or him.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 18, 2009, 10:14:43 pm**

[Quote from: Creamcorn on May 18, 2009, 09:52:02 pm](#)

Look for a dwarf with the most friends and come up with a reason to kill her or him.

The House of Erib was definitely home to that dwarf. And most of the Eribs are dead or drowning. The Eribite Heir even took a beating from Urist. TWICE. Somehow he lived though.... :(

But yeah....I have a plan for ALL of these heathens.....muhoohahahahahaahaha!!!!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 18, 2009, 10:19:52 pm**

Tradanbattlan, ghost has entered a fell mood!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 19, 2009, 12:57:43 am**

Queen Urist was heading out of the temple towards the fortress proper to beat Hamdinger's murderer to death and impose Uristian law on these unruly dwarves. As she was walking out of the temple gates she could hear a great clamor in the fortress. Lord Dullard was standing guard at the temple entrance.

"Its been going on ever since the hammerer was murdered. It seems to be developing into a full scale riot, your majesty" he reported.

"Yes? And what are you doing about it?" demanded the Queen, enraged by the breakdown of order.

Lord Dullard pointed to the fortress heights in the distance. "We've poisitoned Lord Labs with our few remaining marksdwarves on the high ground overlooking the courtyard."

Queen Urist sat silent for a moment. "And?" she said at last.

"Uhhh....well, your majesty, we really dont have any more troops to spare. The leadership of the rebellion comes mostly from our own military. Our ranks are vastly depleted. I dont have accurate counts, my queen, but they outnumber us somewhere between 3 and 5 to 1."

"Yes but theyre dying at an incredible rate," the Queen reminded. "Now lets keep it that way. We need to get out there and shove some weight around. Get your squad ready, rally them here. I will return in a moment."

"Yes, milady," said Lord Dullard. With that, the Queen turned and headed back into the temple depths. She made her way to an axe, and then stopped by the altar of the temple, to pray to Armok.

"Oh great master of life and death...I head now to an uncertain fate. I leave myself in your almighty hands. May the blood that is spilled today please you, my lord, whosever blood it is."

With her grim acceptance of death, Urist heaved the mighty axe back up and walked back to the temple entrace, and her fate.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 19, 2009, 04:02:48 am**

The Queen Walked somberly out to the temple entrance where not only Lord Dullard's squad awaited, but her trusted swordsdwarf Madmonkey24 as well. He carried with him the demon sword she had entrusted to him as the fortress' sole swordsdwarf. They were all decked out in steel plate, with chain under it.

The Queen never gave the order to move out. She simply started walking towards the fortress with her axe in hand and bloodlust coursing through her very soul. Lord Dullard commanded his men to follow. Mad Monkey ran ahead and lead the way, holding his shield out in front of the queen. No bolts were coming down now, but snipers could be anywhere along the parapets.

As they got closer the din grew louder. Lord Labs was above the courtyard, shouting down at the riotous peasants. He was ordering his men to shoot warning shots into the crowd. They were breaking apart the stone slabs that made up the fortress; main road. When the Queen arrive with her entourage she nodded at Lord Dullard.

"Alright men, fan out!" he yelled as he banged his axe against his shield. His men did likewise and responded with a resounding 'hoo-rah'. They quickly spread out and started puishing peasants around, getting them out of the main courtyard and cramming them into the fortress and barracks interiors.



All the while Madmonkey24 was blocking the queen from various trash and debris that was being flung her way. She didn't like being kept out of the fray...but they were vastly outnumbered, and she had to play it cool.

Suddenly a crossbow bolt whizzed down between Urist and Madmonkey24. It barely grazed Madmonkey24's armor as it did so. He turned around swiftly to raise his shield and blocked another two bolts that came down in rapid succession. They looked up to see Lord Labs yelling at his marksdwarves for missing, and ordering another volley as he loaded his own.

"ITS A TRAP!!!" shouted MadMonkey24 over the noise and confusion. Lord Dullard heard it faintly, and looked up in time only to see more marksdwarves coming from the barracks and the main corridor of the fort. Lord Dullard immediately ordered his troops back to the main entrance to the courtyard, where Urist and MadMonkey24 stood.

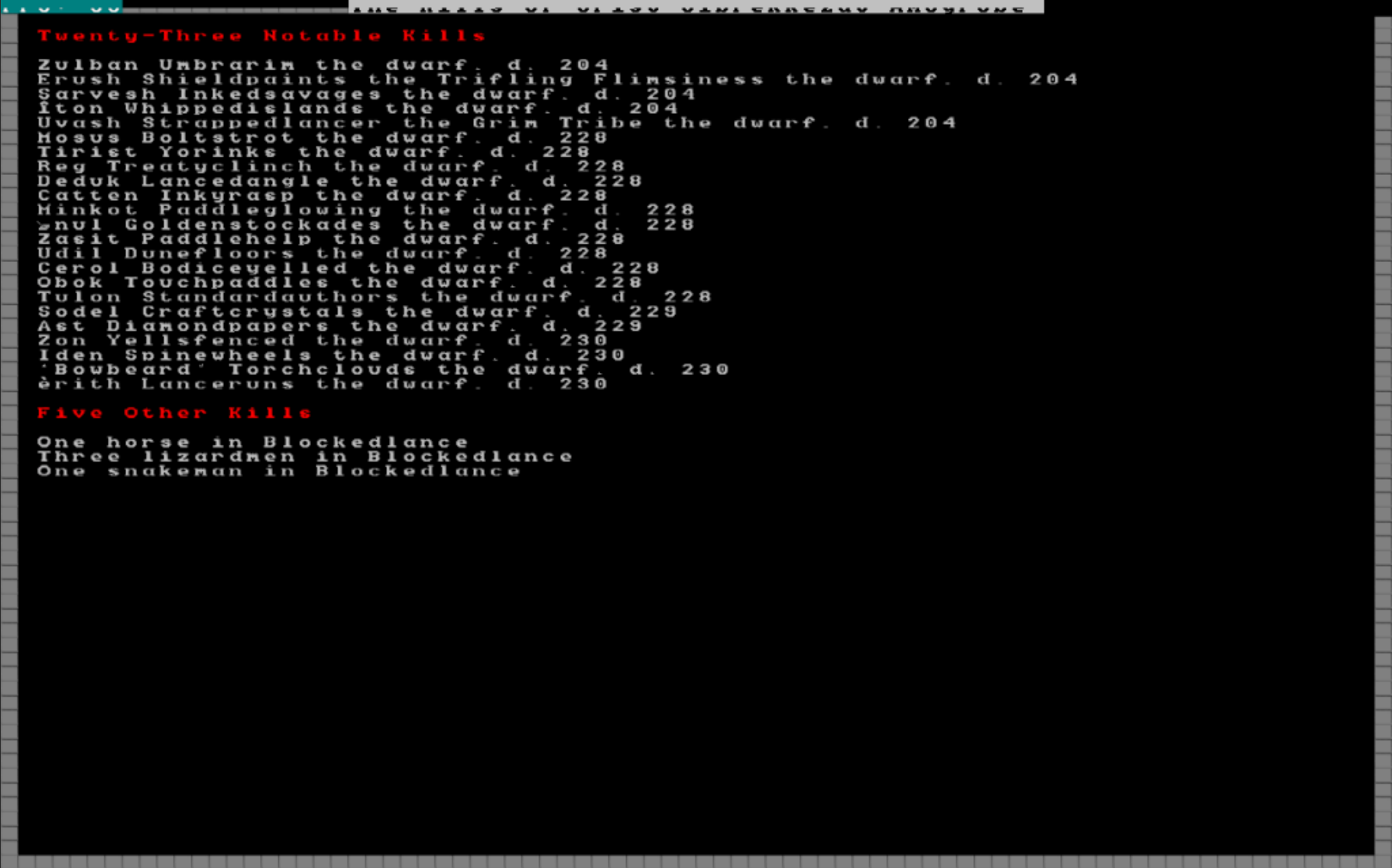
As they pushed their way through the crowd Urist rushed forward at the marksdwarfs and cut one down immediately. She turned around and chopped at another dwarf, leaving him wounded and fleeing in terror, a trail of blood behind him. His squadmates followed him.



Only one marksdwarf stood between Urist and the exit now, Lord Bowbeard himself.

"Traitor!" she shouted.

Bowbeard said nothing, as he was trembling in terror at the sight of his queen charging through his squad like butter. He simply fired a shot wildly, and Urist easily dodged it and continued her charge towards him. When she got close she threw her axe down and leapt onto Bowbeard's chest, knocking him to the ground. She wailed at his face with bare fists, then gouged out his eyes with her fingers. Mercifully, she ended his life right there, by tearing his throat out and watching him suffocate while tossing about blind and gushing blood.



(Urist's Kills)

Lord Dullard pulled her from her trance. There were more marksdwarves and axedwarves pouring out of the barracks into the far end of the courtyard. "My queen, we must make haste!!!" shouted lord Dullard.

The queen and her guards turned and crossed the bridge. Lord Labs and his squad continued to fire bolts at them, but never managed to hit anything but shields and dirt. The bridge raised as they left, and it was clear now that the fortress was totally lost.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 19, 2009, 04:07:25 am**

YOU CANNOT SURVIVE, MAKE YOUR TIME.

This is awesome. For the revolution!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Labs** on **May 19, 2009, 06:43:53 am**

ITS A TRAP!!! ;D I love it.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Lord Dullard** on **May 19, 2009, 11:54:39 am**

Epic. ;D

Edit: Holy christ, Urist is SCARY.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 19, 2009, 12:39:05 pm**

Bwa ha ha!
By the way, how is the little hideaway doing?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **mythmonster2** on **May 19, 2009, 04:38:19 pm**

IT'S A TRAP!

Classic. :D How am I doin?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **HAMMERMILL** on **May 19, 2009, 06:14:44 pm**

There is awesome and win in this storyline.

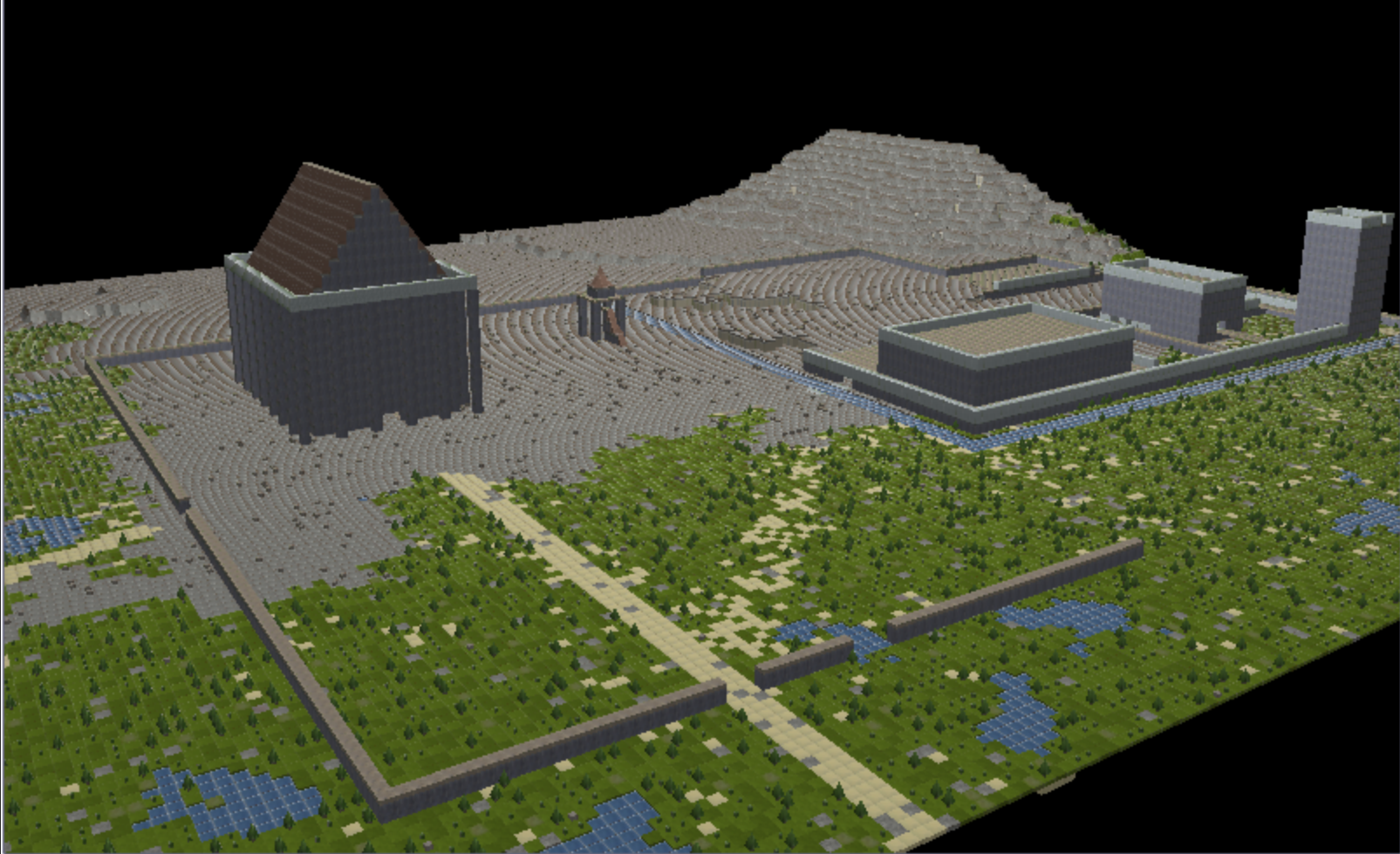
I will stand by to monitor the progression of events.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 19, 2009, 07:13:41 pm**

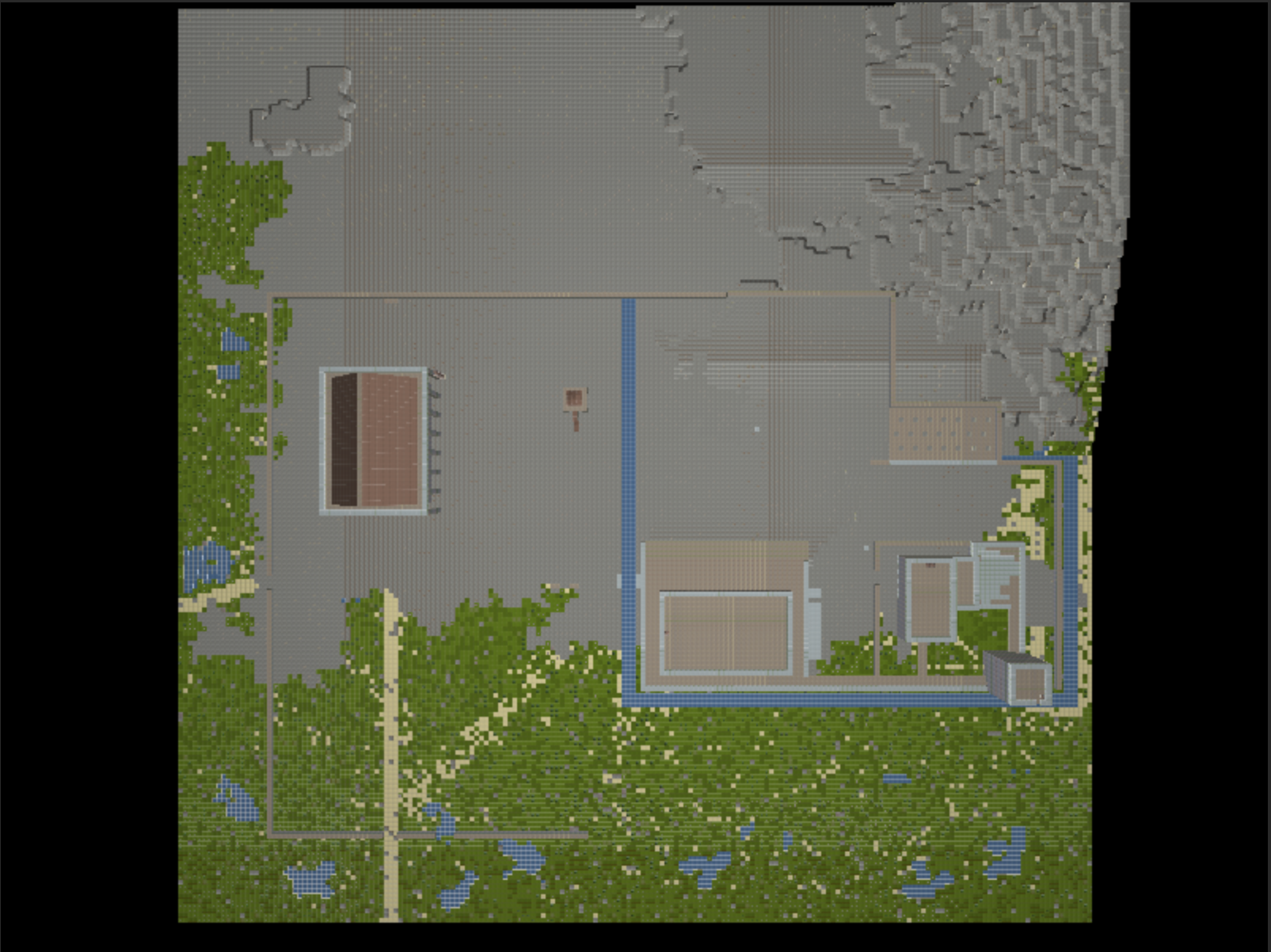
Thanks everyone for reading this!

Ill get to the creepy miners and the double backstabbing freemasons in a bit....but first.....

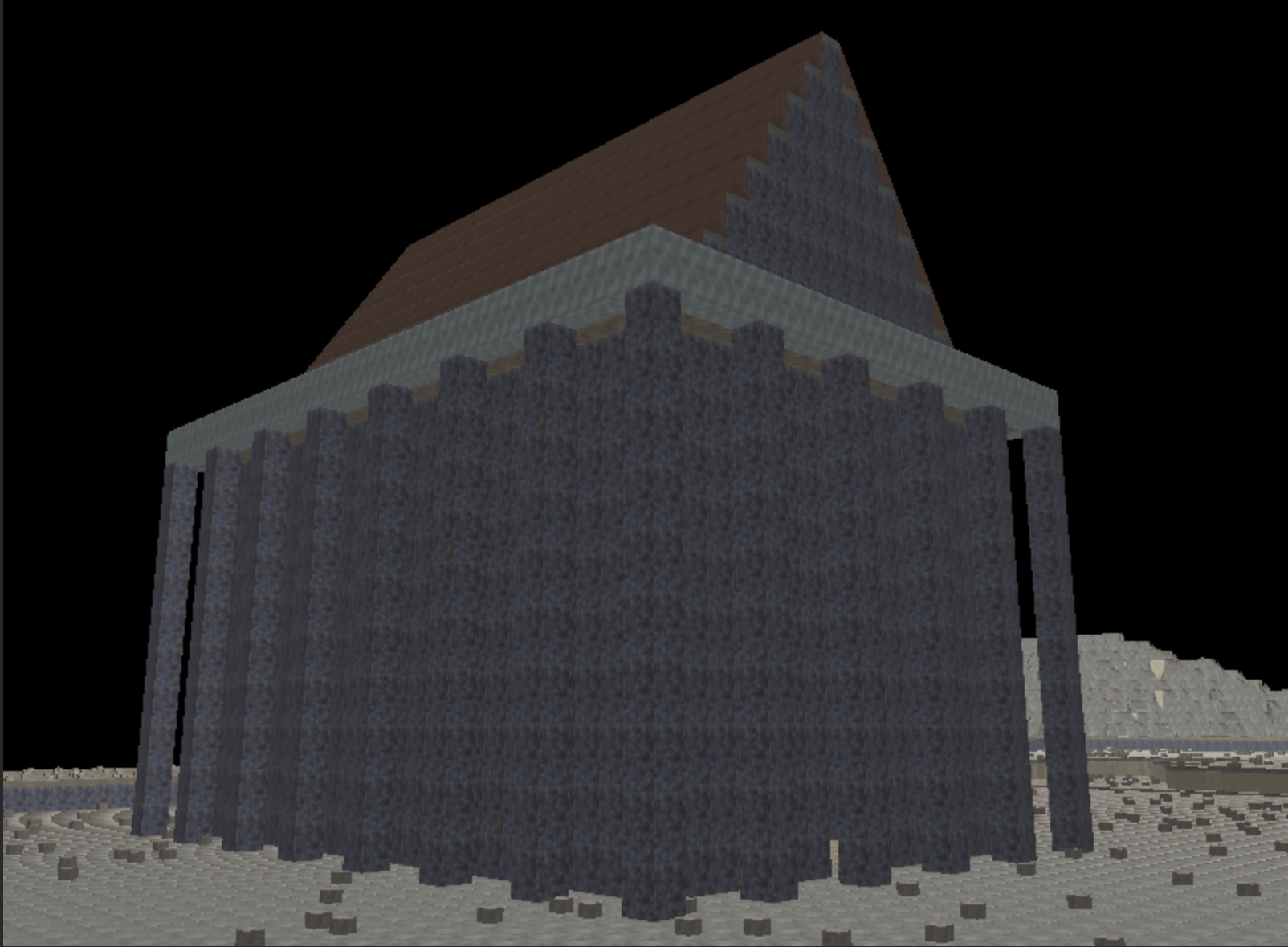
Behold! Blockedlance, in all her glory!



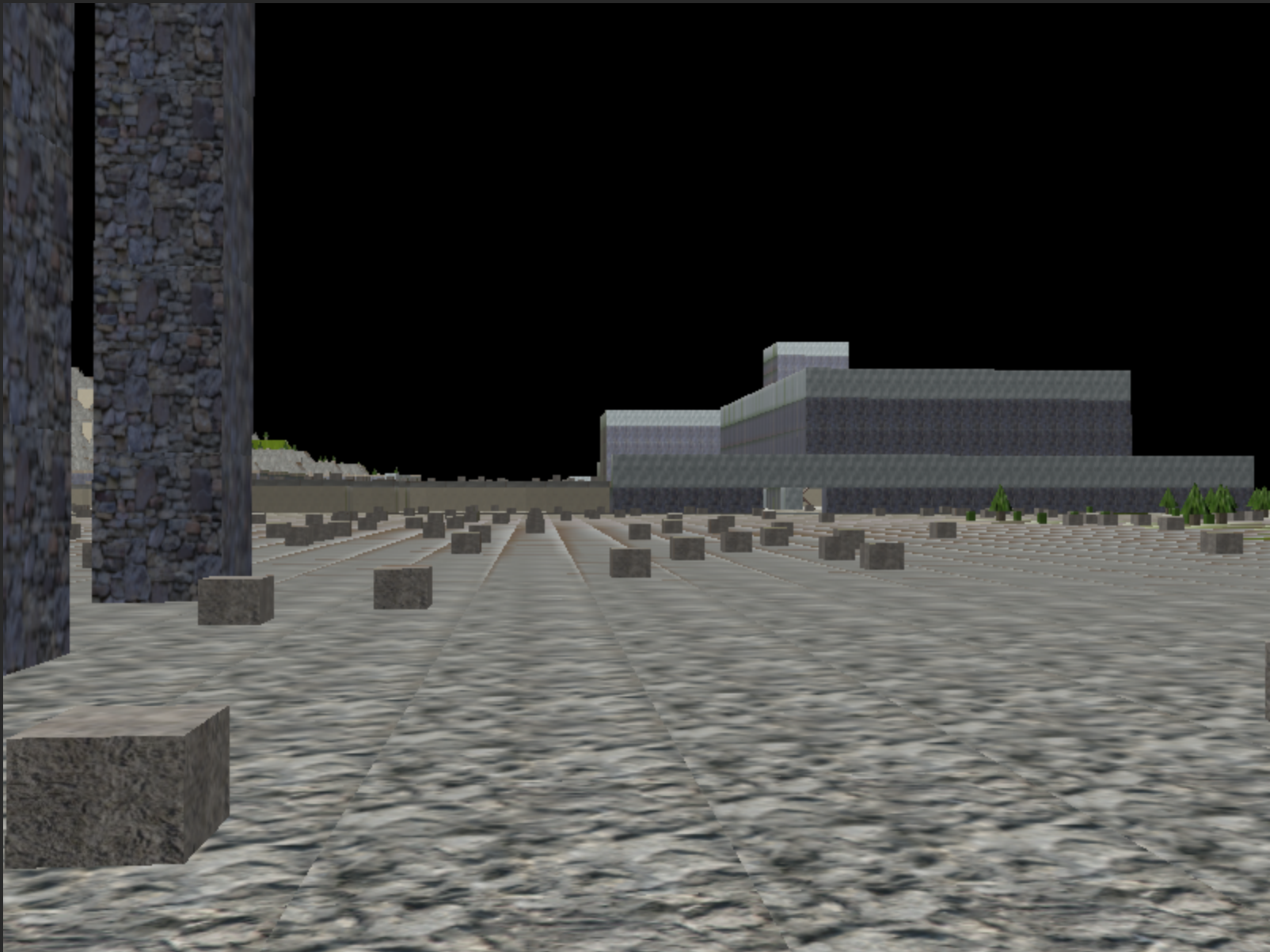
And here is the overview shot.



Here is the grand dolomite Temple of Armok. Its entirely dolomite...except for the pillars which are steel. I dont know why 3Dwarf colors it that way. But feh.



And heres the view of the fortress proper from the temple entrance. This is what Urist and the loyalists see when they look outside. There are marksdwarves all along the walls.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 19, 2009, 09:32:37 pm**

:o

sweet temple

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **ousire** on **May 19, 2009, 10:03:38 pm**

very sweet temple!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 19, 2009, 10:37:34 pm**

Amazing temple

Post by: **MrGimp** on **May 19, 2009, 10:45:41 pm**

That temple took 14 years to build. From 216 - 230. Im JUST finishing it up. In the overview shot of the fortress you can see some scaffolding still on the top right corner. Its been a year long process just to remove the wooden access stairs.

Title: Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)

Post by: **MrGimp** on **May 21, 2009, 02:35:12 am**

FPS: 100olis RifotkÜbuk. "Blockedlance"						1st Hematite. 200. 200. 200. 200.					
Animals		Kitchen	Stone	Stocks	Prices	Currency	Justice				
Created Wealth:		6548428*		Population:		108					
Weapons:		418331*		Miners		7		Champions		34	
Armor and Garb:		642288*		Woodworkers		None		Axe Lords		None	
Furniture:		461471*		Stoneworkers		None		Swordswarves		None	
Other Objects:		3140507*		Rangers		None		Swordmasters		None	
Architecture:		993211*		Metalsmiths		1		Macedwarves		None	
Displayed:		525827*		Jewellers		1		Mace Lords		None	
Held/Worn:		366815*		Craftsdwarves		1		Hammerdwarves		None	
Imported Wealth:		2303652*		Nobles/Admins		4		Hammer Lords		None	
Exported Wealth:		175925*		Peasants		2		Speardwarves		None	
				Children		10		Spear masters		None	
Food Stores:		19087		Fishery Workers		None		Marksdwarves		7	
Meat 104		Seeds 783		Farmers		12		Elite Mrkedurvs		None	
Fish 35		Drink 7485		Engineers		1		Wrestlers		2	
Plant 584		Other 10096		Trained Animals		None		Elite Wrestlers		1	
				Other Animals		8		Recruits		25	

I got a pretty funny happening on video too...

<http://mkv25.net/dfma/movie-1358-suicidalchildpart1> (<http://mkv25.net/dfma/movie-1358-suicidalchildpart1>)

<http://mkv25.net/dfma/movie-1359-suicidalchildpart2> (<http://mkv25.net/dfma/movie-1359-suicidalchildpart2>)

Spoiler (click to show/hide)

The child did eventually die from collision with the floor....but it took 4 or 5 attempts. What can I say? Dwarves are solid.

Title: Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)

Post by: **MrGimp** on **May 21, 2009, 02:43:15 am**

Here is a list of the current megaprojects to be completed before the end of the story and their current status...

- 1 - Project Moat (Complete)
- 2 - Temple to ~~Ber Steel~~earthen Armok (Complete)
- 3 - Noble River Cave (Begun)
- 4 - Dwarven Valhalla (Begun)
- 5 - ? :-\?
- 6 - Something for an Adventurer
- 7 - The Tomb of Urist

Title: Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)

Post by: **MrGimp** on **May 21, 2009, 12:36:50 pm**

Eagle lay half-conscious on the farm plots in his cave. There was an empty barrel next to him, and no more booze in the still. He'd have to make more, as usual. Catten was supposed to have been the brewer...that was the entire reason he had come along. But he brought no barrels, and Eagle had only stored a few. Only one barrel of booze could be made at a time. It was a damnable situation.

So Catten had built the still, drank a barrel for himself, fed a barrel to the girl, then taken her upstairs to Eagles old room, which was now Catten's love nest. Eagle could hear the girls screaming and moaning, and had come down to the farming chamber to get away from it. He was trying to get wasted and forget about it all, but he kept having to brew more booze. The more drunk he got, the less able he became to make more booze. It was a truly vicious circle.

He eventually did work up the energy to brew more booze, which took quite a while in his state. He wondered what time it was. He filled his little stone mug from the now filled barrel and stumbled out to the entrance of his cave. It was early morning, and the air was crisp. The unholy orb of the sun was just rising behind him over the ridge. The faint screams of the duchess' daughter echoed out to him, and off to his left there was smoke rising from the ruined fortress courtyard.

Home sweet home, he thought to himself.

Title: Re: Urist Salvendangers the Dwarven Pol Pot (now with more Armok!)

Post by: Tradanbattlan on May 21, 2009, 12:43:20 pm

Hahah!

Title: Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)

Post by: **MrGimp** on **May 21, 2009, 01:00:22 pm**



Grand Master Mason Myth Keddiden made his way to Reg Craftgranite the Eribite Heir in the old hospital/communal living space. The Heir to the House of Erib was wounded, his spine damaged. Of the 17 members of his family, only he and one of his little sisters remained alive. He was paralyzed and couldnt move. He was going in and out of constant tantruming. Urist had ruined him, killing his family and then personally beating him and breaking his back, then leaving him to wallow in his pain and misfortune.

Grand Master Myth was there to seek an alliance with the pitiful dwarf. The ranks of Freemasonry had been devastated as well during the recent events. There were in fact only three surviving members who were still alive. Two more had lived but had joined the Queen in her temple. Damn Lord Montague! Damn Aldaris!

"What do you want?" Reg Craftgranite asked.

"Please my lord - "

"Swear an oath of fealty to me as many times as you wish, but a Freemason's loyalties shifts with the winds!"

"Well...look Reg, you need me and I need you. We are both in tenuous situations, not only threatened by the Queen but by one of these warlords coming in here with their squads and taking over from us," pleaded Myth.

At precisely that moment a marksdwarf that was resting injuries in the bed next to the Heir of the House of Erib leapt up in a rage and flung out his crossbow!!!

Lokum Dastottaron. Marksdwarf cancels Rest: Went insane.
Lokum Dastottaron. Marksdwarf has gone berserk!
Lokum Dastottaron. Marksdwarf has been shot and killed.

Luckily there were still a few loyal guards, and he was quickly cut down. But it added great emphasis to the Grand Master's words. Reg Craftgranite and Myth Keddiden decided that since Reg was too weak to rule, and Myth too hated, they would prop up an acceptable candidate as mayor and rule from behind the scenes. They set to work on finding such a dwarf.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Maggarg - Eater of chicke** on **May 21, 2009, 01:04:03 pm**

Ah, the smell of death.
Reminds me of home.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 21, 2009, 04:33:15 pm**

Oh gods. My hideout has become.....er, i have no idea how to describe it. Only two things to do now: trap the entrance to hell and back, then retreat further underground. Who knows, i might be able to collapse the city.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 21, 2009, 08:08:17 pm**

Eagle sat overlooking the temple and the northern fields of Blockedlance from the entrance of his cave. The poor girl's suffering was too much. What was he doing just standing by? There was no sherrif, no captain of the guard out here. He knew what he had to do. His pick was down by the still. As he walked back in to the cave he could hear her screams. He shook his head in disgust.

He travelled down the stairwell, still drunk, and made his way to the pick. He grabbed it and held it aloft before him. *I'm gonna crush his skull in with this thing*, he thought to himself. Eagle turned to head back upstairs when suddenly he saw the Duchess' daughter behind him! He was shoked and speechless. After a moment of silence she spoke.

"Uhhh....like, is there any more wine?"

"Yeah....I just made some," he replied, dumbfounded. She wasnt handcuffed or frightened in any way. He filled a stone mug for her then handed it to her.

"Like, thanks," she said right before she starting gulping it down.

"So uh....are you okay?"

"Fer sure. Why?"

"You know.....Catten," he said awkwardly. She looked at him puzzled.

"What about him?" She tried to think of what he meant. "The plan like totally worked perfectly," she added.

"Plan?"

"Yeah, to get me away from my mother....and all that drama down there," she waved her hand in the direction of the floor, where the fortress of Blockedlance lay below.

"Wait, what? You were unconscious when he brought you here!"

"Well....Catten said I wouldnt stop complaining about the hike up the mountain. All I remember is a rag in my face....then I woke up here with you guys and he was giving me wine, and I was like, thats totally cool. Y'know? You weirded me out a little...thats why I like, didnt say anything."

"*I* weirded you out?" he said stunned.

"Dont get all butthurt, tee hee!" she laughed. She handed him an empty mug. "Is there anymore wine?"

"Yeah yeah...." he mumbled as he filled it up and handed it back to her. "But he's had you tied up the entire time. Everytime Ive seen you....youre bound and gagged! And naked!!!"

"Hey, dont judge me! I like what I like.....it's different for girls. Plus hes been giving me some nice powder."

"QUARCAINE???!!! You guys are sniffing quarcaine in my cave?!?!?" Eagle shouted.

"Jeeze....it's not a big deal. See...this is why you weirded me out..." she said as she turned away. "Im going back upstairs, thanks for the wine!"

Eagle stared in a trance as she walked away, shaking her naked ass at him. *Fucking quarkheads*, he thought to himself.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Zulaf** on **May 21, 2009, 08:11:55 pm**

Where there's smoke there's fire fun.

I know i haven't given you much any direction for my new guy, but if hes not the hammerer er.....er then like i said whatever will do but if the only option for a armok worshiper is a peasant then you could consider him the fortress idiot or jester or something.

EDIT: Holy cowrap, this is the 600th post congrats MrGimp.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 21, 2009, 08:14:51 pm**

Even the peasants are taken up. The only non-forum Armok worshippers are the nobles.

Want to be the High Priest?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Zulaf** on **May 21, 2009, 08:17:48 pm**

hmmm i remember someone saying something about sex on the alter or somthing..... sure.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 21, 2009, 08:32:23 pm**

Quote from: Zulaf on May 21, 2009, 08:11:55 pm

EDIT: Holy cowrap, this is the 600th post congrats MrGimp.

haha, thanks! Yeah I just looked and as of now this is the 6th longest and 10th most viewed story on the forum! Wooooo!

Thanks everyone for reading it, glad you like, hope you keep liking it...and Zulaf, yes Priests of Armok can have sex, but they have to smear themselves in cat blood first, otherwise its just plain dirty.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Zulaf** on **May 21, 2009, 08:41:19 pm**

Cat blood eh?..... well I.... can..... do..... I have nothing to say, but ya the the High Priest will be good.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **May 21, 2009, 09:07:34 pm**

I want quarcaine. Give me a rich dwarf who likes any type of instrument and call Kurk ~~Quarcaine~~.

edit: make the last name Quorcane

Title: **Re: Urist Salvedangers the Dwarven Pol Pot**
Post by: **Jim Groovester** on **May 21, 2009, 09:54:00 pm**

Quote from: Zulaf on May 21, 2009, 08:17:48 pm

hmmm i remember someone saying something about sex on the alter or somthing..... sure.

Oh, you must be talking about this:

Quote from: Jim Groovester on April 05, 2009, 05:12:56 am

I'm surprised those two creepy priest people didn't rub themselves down in kitten blood and perform ritualistic coitus. While Queen Urist was watching.

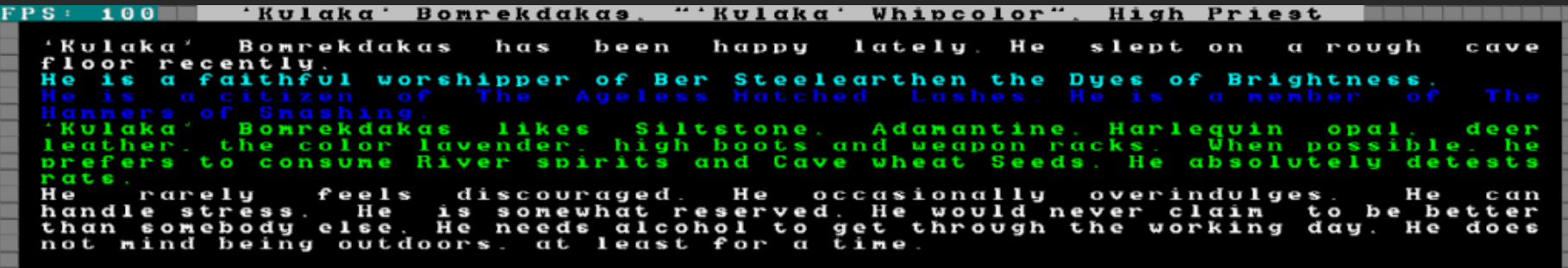
Congrats, MrGimp, for one of the longest lived and most disturbing tales on the Community Games & Stories forum!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 21, 2009, 10:08:45 pm**

The 666th post must have an appearance from Armok!

I have really enjoyed following this story from the thread where you introduced Urist, to this.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 22, 2009, 11:42:45 pm**



Urist has dubbed the high priest with the name Kulaka, which she says is a much more cool and Armoky name than 'Thob'. All Hail High Priest Kulaka Bomrekdkakas!!!



Urist also christened the Philosopher Asmel and renamed him Kurk Quorcane. She sentenced him to a lifetime of playing the rose quartz harps he had lied about wanting to play. From now until his death, the miserable dwarf would perfect a new genre of music called 'grunge harp', characterized by his tuning the harp wrong, and the obligatory wearing of flannel.



In other news, the last survivor from the OTHER house of Erib worshippers has been propped up as mayor by Grand Master Myth and the crippled Eribite Heir. What a predictable candidate. Urist dreams of one day crippling him, too.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **May 23, 2009, 12:12:44 am**

Can Quorcane's death end with him committing suicide? Wait, than again considering the way this fort is heading I'm guessing that this request goes with saying.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Lord Dullard** on **May 23, 2009, 12:16:14 am**

Quote from: Creamcorn on May 23, 2009, 12:12:44 am
Can Quorcane's death end with him committing suicide? Wait, than again considering the way this fort is heading I'm guessing that this request goes with saying.

I think what you meant was, 'Can Quorcane's death end with him being shot in the head with a crossbow in such a way that it LOOKS like he committed suicide'. ;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Maggarg - Eater of chicke** on **May 23, 2009, 08:29:57 am**

If only we had more magma. Mogror could make obsidian dwarf-statues or killer saunas.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 23, 2009, 03:36:21 pm**

After the baptising of the dwarves with their new names, Urist dismissed the dwarves. The Philosopher, now Court Musician Kurk Quorcane, bumped into Mogror on his way out of the palace.

"You!" yelled Kurk.

"Oh hey buddy. Hey I dig the flannel!"

"Shut up! WHY?! Why did you set me up?"

"Ha! I dont know. Score points with the Queen I guess. I just kinda like to see people suffer....especially when they bring it on

themselves. When you were bent over that bin and the Queen walked in....hahahaha....that was awesome!!!" Mogror bent over and had to hold himself up. His face was red from laughter.

"Damn you! You tricked me! I thought I was saving the fortress from Armok!!! I thought we were all about to be made slaves to a demon!!!" shouted Kurk.

"Hey....I didnt lie about that! Well...except the part about destroying the idol....that wouldnt stop Armok. But yeah, she really does worship a demon. I do too!" smiled the insane old dwarf.

"You're crazy."

"Oh please...flattery will get you nowhere. Look, count your blessings. She let you live. Ive never seen her do that before. Just be happy your being allowed to live and play the harp."

"Bah!" said Kurk as he shoood the engineer away with his hands. He stormed off back to his room.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Byakugan01** on **May 23, 2009, 09:49:38 pm**

Love the awesomeness...may I request an eribite? One smart enough to runaway and live in a little dirt hovel under a little ways away from the fortress...plotting his revenge for the murder of his family. Or just his father. I know he'll die, but it'll still be interesting.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 23, 2009, 11:03:53 pm**

Quote from: Byakugan01 on May 23, 2009, 09:49:38 pm
Love the awesomeness...may I request an eribite? One smart enough to runaway and live in a little dirt hovel under a little ways away from the fortress...plotting his revenge for the murder of his family. Or just his father. I know he'll die, but it'll still be interesting.

The Eribites are almost all dead. The Eribite Heir is crippled and never getting off that bed again. Theres the last of the other Erib family that became mayor....but Nightwind already called dibs on the first dwarf that went fay, and the mayor just went fay.



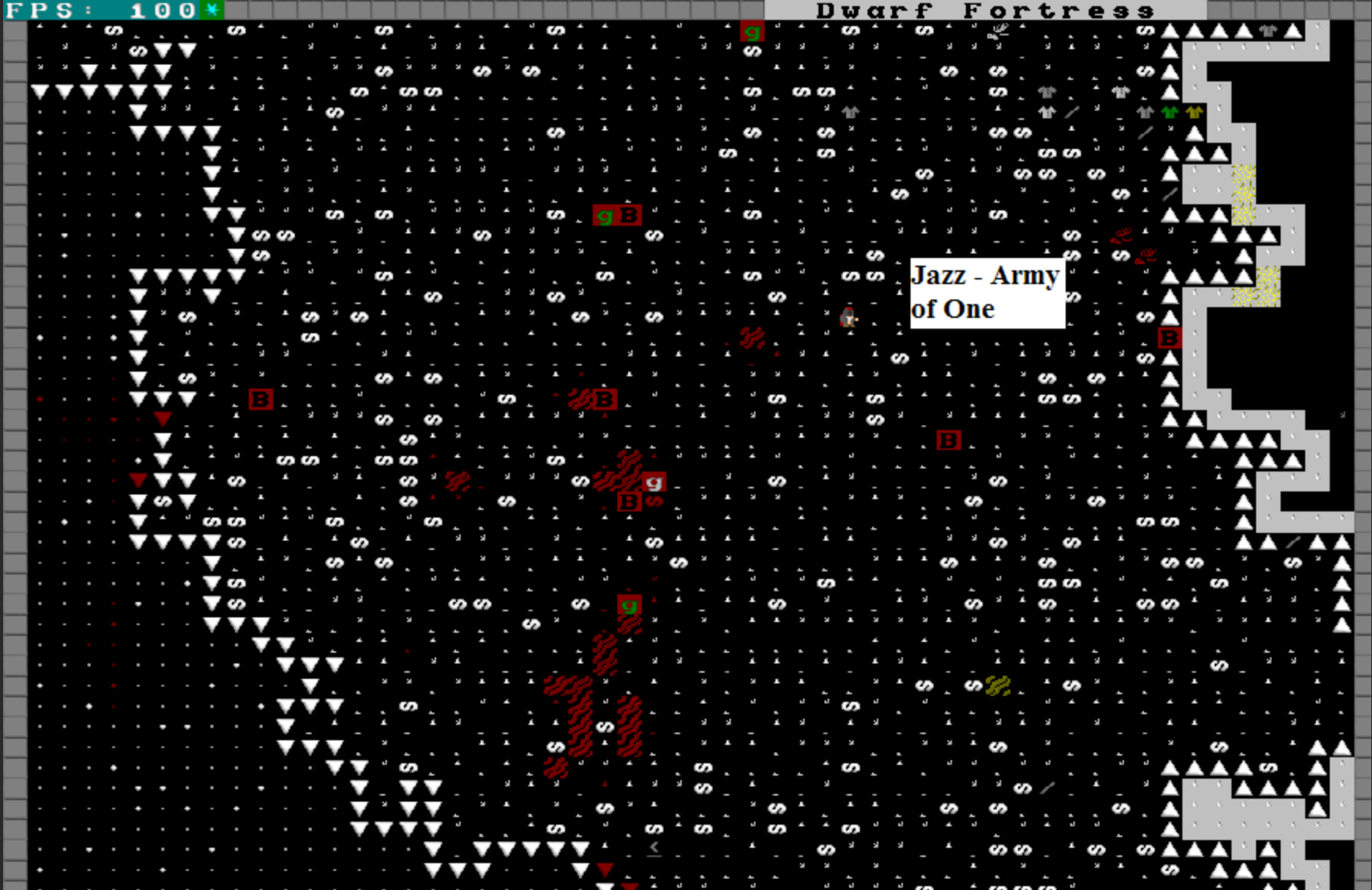
So the mayor goes crazy and tells everyone to stop calling him Mosus and start calling him Nightwind. Its gotten pretty normal around Blockedlance, so everyone just kind of went with it. His first official act as mayor was to prohibit the export of precious pig tail socks, then he went crazy and grabbed some adamantine. You better do something cool with it Nightwind!

But anyways, Byakugan, the Eribite Heirs got one sister. You can be her, shes still under age though...but already a legendary woodcrafter. If thats cool?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 24, 2009, 12:28:48 am**

Goblins besiege Blockedlance! Urist and her loyalist forces under Lord Dullard are underground in the Temple. Lord Akigagak fights to the east with his squad, theres another squad of dwarves to the south, and Jazz alone guards the western approach near the temple. The other rebels are afraid to go near the unholy place, even if it IS sealed.

When the goblins come there are several squads, all of them near Jazz. While Lord Akigagak and the others fight off one squad, Jazz marches through four entire squads. All by his lonesome. He ended up on the far side of the map, on the top of a rocky ledge that jutted out from the base of the mountain. Blood and guts were all around him as he came out of his trance.



Jazz stood there among the entrails and mangled bodies breathing heavily. He knew Captain Jack was looking down on him from Heaven, smiling at his triumph!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Nightwind** on **May 24, 2009, 12:37:04 am**

Showing up as a possession that decides to not leave.... now that's class. Indeed it better be cool.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 24, 2009, 12:50:05 am**

When you're done down there Im digging a shaft from the temple into the pits, then I'm sealing the rebels off from our adamantine, lest that priceless metal be turned into useless trinkets by you heathens! :D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradabattlan** on **May 24, 2009, 10:49:51 am**

If Simon Cowell was a dwarf, even he would say 'Splendid'

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 24, 2009, 09:10:46 pm**

Queen Urist was growing more and more paranoid. She wasnt used to not being in control of her own destiny. She didnt much want to go outside and see the nauseating sun, but the fact that it wasn't her decision anymore enraged her. Her spirit kicked wildly, like a beast in a cage. She felt imprisoned in the grand temple. Even her own palace wasnt comfortable anymore.

She was acutely aware of her weakness, and began taking every precaution. One of the heathens that was locked in with them, a dwarf named Eberdek, became Urist's personal food taster. Grigrak, after being murdered in the flooded peasant chamber by a mad dwarf, found his consciousness melding with Eberdek's at the very instant Urist was conferring the title of Royal Food Taster upon her. Imagine that, having no memories, appearing all of a sudden in front of the Queen telling you shes afraid shes gonna get poisoned so from now on YOU have to eat some of her food first. Must've been pretty tough for her.



Anyhoo, its Autumn now. We've just broken through a population of 100!!! Im so happy!

FPS: 99polis RifotkÜbuk. "Blockedlance"9th Limestone. 230. Early Autumn													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		6481020*		Population:		99							
Weapons:		421751*		Miners		9				Champions		34	
Armor and Garb:		639308*		Woodworkers		2				Axe Lords		None	
Furniture:		461981*		Stoneworkers		1				Swordedwarves		None	
Other Objects:		3104998*		Rangers		None				Swordmasters		None	
Architecture:		993977*		Metalsmiths		2				Macedwarves		None	
Displayed:		526673*		Jewelers		2				Mace Lords		None	
Held/Worn:		332334*		Craftsdwarves		5				Hammerdwarves		None	
Imported Wealth:		2481819*		Nobles/Admins		8				Hammer Lords		None	
Exported Wealth:		175925*		Peasants		1				Spearwarves		None	
				Children		8				Spearmasters		None	
Food Stores:		18576		Fishery Workers		None				Marksdwarves		2	
Meat		94		Farmers		23				Elite Mrksdwrvs		None	
Seeds		833		Engineers		1				Wrestlers		None	
Fish		34		Trained Animals		A		None		Elite Wrestlers		1	
Drink		7194		Other Animals		A		17		Recruits		None	
Plant		522											
Other		9899											

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **May 24, 2009, 09:18:41 pm**

Lot of Erib Worshipers aren't there?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 24, 2009, 10:45:32 pm**

Quote from: Creamcorn on May 24, 2009, 09:18:41 pm

Lot of Erib Worshipers aren't there?

There were.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 25, 2009, 01:05:53 am**

Quote from: MrGimp on May 24, 2009, 10:45:32 pm

Quote from: Creamcorn on May 24, 2009, 09:18:41 pm

Lot of Erib Worshipers aren't there?

There were.

And that pretty much sums up the fort of Blockedlance

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Labs** on **May 25, 2009, 06:28:11 am**

Quote from: Jackrabbit on May 25, 2009, 01:05:53 am

Quote from: MrGimp on May 24, 2009, 10:45:32 pm

Quote from: Creamcorn on May 24, 2009, 09:18:41 pm

Lot of Erib Worshipers aren't there?

There were.

And that pretty much sums up the fort of Blockedlance

I have to say, that is sigworthy.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 25, 2009, 03:03:55 pm**

Well Nightwind, you wanted shell. I could've predicted this would happen.

'Nightwind' Mörulsazir. Planter is stricken by melancholy!

Sorry buddy, that was a real quick appearance and then disappearance. Well...a depressed soon to be dead mayor is no mayor at all. Grand Master Myth Kediden and Reg Craftgranite the crippled Eribite Heir plot their next move...

(BTW - That wipes out the last of one of the two large Erib worshipping families. All thats left now is Reg Craftgranite and his little sister the woodcrafter)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Nightwind** on **May 25, 2009, 03:08:47 pm**

Well, I did say the first one without a name that survived the fay mood, lol.

Though that's why I embarked with my food in turtle, and then mostly kept it verboden.

Eh, I'll possess another eventually, maybe? Yes, indeed, this host was obviously unworthy, too insane, proven by the desire for shell.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 25, 2009, 03:21:05 pm**

Not much happened for the rest of the year 230. The two camps settled in and tried to consolidate their positions.

The imprisonment of the Armok worshippers continued. Kurk Quorcane practiced his harp. The Dungeon Master tried to make the dwindling supply of fine pewter keep the Duchess's demands fulfilled. High Priest Kulaka tried to hook up with the High Priestess. The Queen tried to hook up with the Ducal Heir. The Duchess kept worrying about her daughter. Her other daughters kept worrying about where to get the next bag now that they were isolated from the Quarry Bush farms.

The rebels began living in the newly renovated Barracks/Hospital Tower, for they could not reach the still flooded peasant quarters. Nor would they sleep there even if Urist decided to turn on the draining mechanism (it's controlled from the temple). They knew full well that Urist had the power to flood that entire fort without leaving her bloodsoaked unholy place. Every level from the peasant quarters below was unsafe. The rebels were forced to live above ground for the most part, under the constant glare of the demon they call 'the sun'.

Urist detested her condition, and chafed under its yoke. She prayed every day in the temple to Armok, her holy father. She begged him to crush her foes. There was no response....such was the elusive nature of the Gods.

She kept the faith though, and rallied the true believers around their holy goal of Armok's final solution. The High Priest and Priestess were instrumental in achieving this, slowly bringing the flock into a deeper and deeper understanding of the one they still called 'Ber Steelearthen'.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 25, 2009, 03:24:28 pm**

Quote from: Nightwind on May 25, 2009, 03:08:47 pm

Well, I did say the first one without a name that survived the fay mood, lol.

Though that's why I embarked with my food in turtle, and then mostly kept it verboden.

Eh, I'll possess another eventually, maybe? Yes, indeed, this host was obviously unworthy, too insane, proven by the desire for shell.

Sure Ill give you another one. One guy went fay right after you, but he didnt survive either. He wanted plant cloth, which I thought I had, but I didnt. Apparently I used up all the plant cloth I had sewing up some rope reed trousers so my dwarves could cover up their damn balls.

But the next guy that goes insane and lives will be named Nightwing this time. It was simply fate saying that your dwarves name had to be Nightwing!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 25, 2009, 06:53:15 pm**

I didnt get a caravan all the rest of the year. Odd. Ive never not gotten the dwarven caravan before. Either Letterclose has been destroyed in a siege or maybe all the drownings have scared even the merchants away?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Aldaris** on **May 26, 2009, 05:45:43 am**

Maybe Armok removed Blockedlance from the universe altogether? Leaving only an unstable gateway to the goblin lands, kept open by the demons?

How's my guy doing anyway?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 26, 2009, 05:13:56 pm**

Quote from: Aldaris on May 26, 2009, 05:45:43 am

Maybe Armok removed Blockedlance from the universe altogether? Leaving only an unstable gateway to the goblin lands, kept open by the demons?

How's my guy doing anyway?

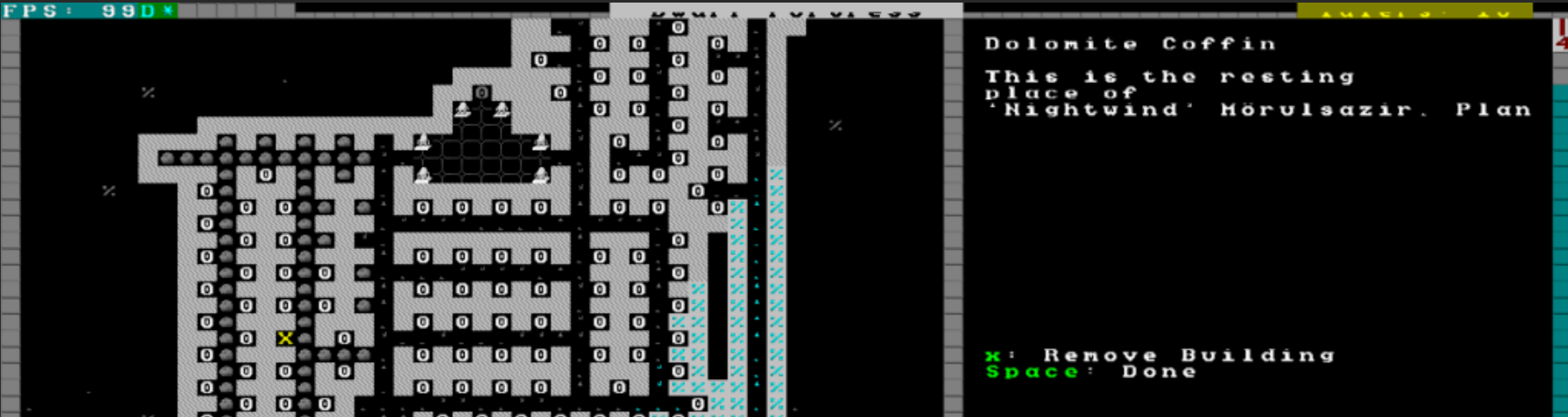
She's safe and sound in the temple. You and Montague had been the two freemasons who stayed loyal after the great schism. Im trying to bundle everyone together as couples and lock em in...but its real tedious. And people keep getting out. haha....which makes for an interesting story I guess (Ill get to that in a bit).

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 26, 2009, 05:27:16 pm**

Spring 231

FPS: 100olis Rifotkūbuk. "Blockedlance"1st Granite. 231. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices	
								Currency	
								Justice	
Created Wealth:		6454052*		Population:		97		Champions	
Weapons:		421751*		Miners		8		Axedwarves	
Armor and Garb:		626668*		Woodworkers		2		Axe Lords	
Furniture:		463781*		Stoneworkers		1		Swordsdwarves	
Other Objects:		3047205*		Rangers		None		Swordmasters	
Architecture:		1025079*		Metalsmiths		2		Hacedwarves	
Displayed:		543852*		Jewelers		2		Hace Lords	
Held/Worn:		325716*		Craftsdwarves		5		Hammerdwarves	
Imported Wealth:		2592881*		Nobles/Admins		8		Hammer Lords	
Exported Wealth:		175925*		Peasants		3		Speardwarves	
Food Stores:		18285		Children		6		Spearmasters	
Meat	31	Seeds	879	Fishery Workers		None		Marksdwarves	
Fish	None	Drink	7333	Farmers		21		Elite Mrksdwrve	
Plant	411	Other	9631	Engineers		1		Wrestlers	
				Trained Animals		None		Elite Wrestlers	
				Other Animals		22		Recruits	

The traitorous Myth Kediden had Nightwind's body placed below, in the new wing of the catacombs. What a waste. He would have been the perfect Mayor.



It was a blow to Reg Craftgranite, who was distrustful of the former Freemason already. Reg suspected that Myth may have had something to do with the disappearance of shell from the stockpiles. Reg was in no mood to plot with Myth to find a new mayor. Instead, the Eribite Heir simply had himself elected mayor. It was simple enough to do, since his family had rigged the fortress elections a generation ago. Everyone wondered if a paralyzed dwarf could really lead however, especially with the tenuous peace at Blockedlance.

Heathen nobles arrive, having heard of the rebellion at Blockedlance.

Unaccessible.
The Tax Collector Zasit Ledison has arrived.
The Hammerer Lyr Mörulëlot has arrived.
The Hammerer Druvner Vestar has arrived.

They take shelter with the traitors, but are not given rooms in the noble quarters below because they were under constant threat of flooding.

Lots of kobolds also came to Blockedlane in the spring. Here we see them hacked to bits.



Thats their yellow pus thats sprayed everywhere. Filthy buggers those kobolds.

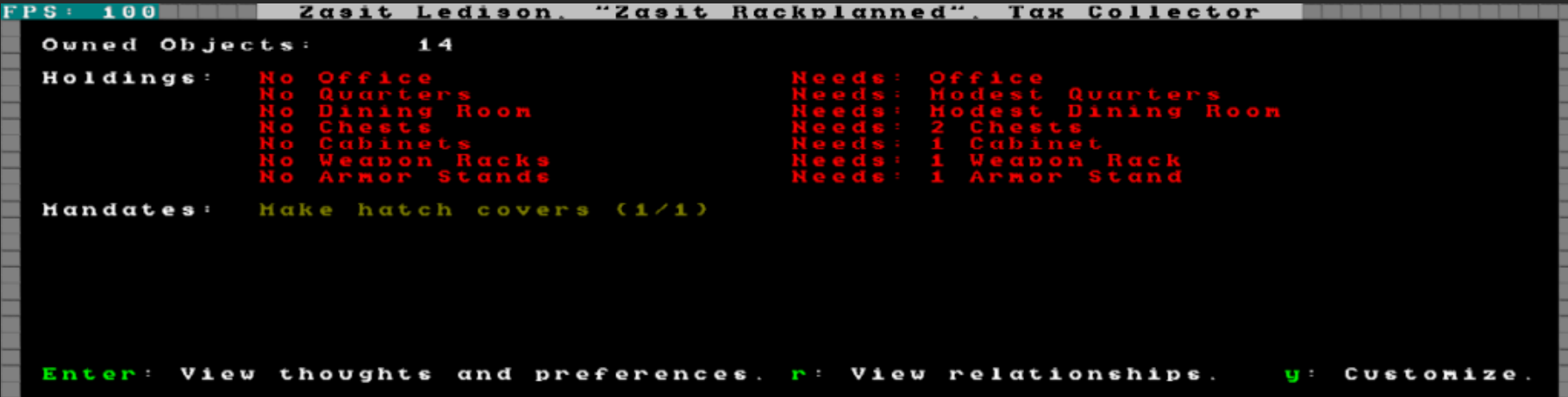


In other news, the fortress mechanisms ground to a halt when some protective redundancy gearlines were set up to protect the fortress from random vandalism. Wouldnt want the fort to get flooded and the drainage system shut off because some berserk psycho broke an axle, you know. So since the system requires more power, we set up more windmills. I realize now that 1000 units of power really is nothing in the grand scheme of things.

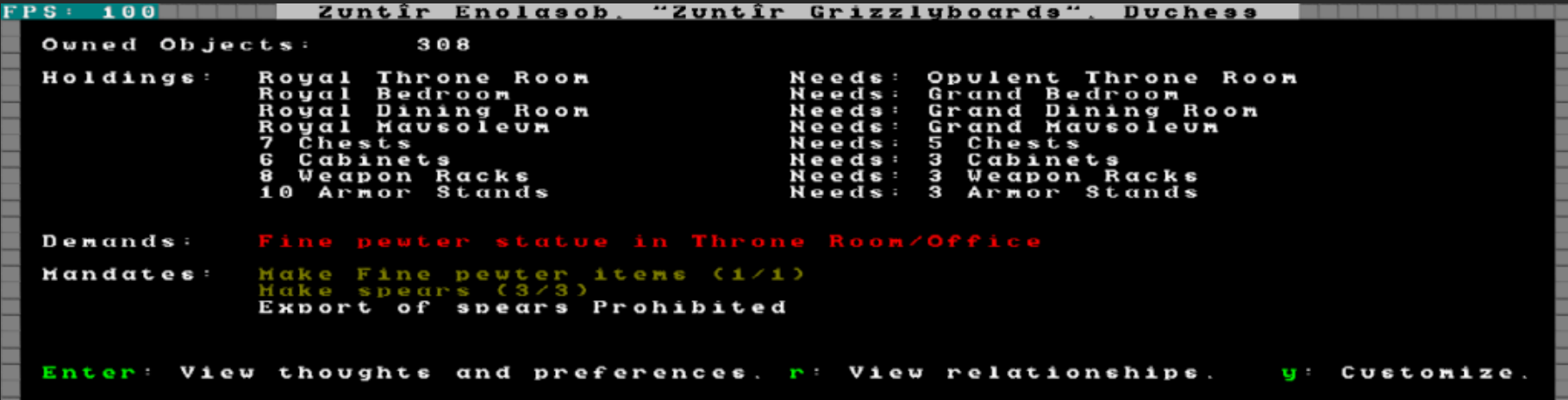
Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 26, 2009, 08:23:46 pm**



One of the rebels couldnt find any plant cloth. He went insane, as any dwarf would. He sleeps with the fishes now. Only there arent any fishes cuz we ate them all. He sleeps with the junk then. Not much difference from his life I suppose.



The new tax collector is pretty miserable. The rebels have no noble rooms for him. And no one listens to his asinine demands. In fact...no one listens to ANY of the nobles bitching.



I mean really....what the Duchess' obsession with spears? And fine pewter? We dont have fine pewter woman! Get it through your head!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 26, 2009, 08:31:17 pm**



Project Mechanical Overload takes its place as our next megaproject. If 1,000 units of mechanical power isnt enough, then I shall generate TEN THOUSAND!!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 26, 2009, 08:46:47 pm**

CONSTRUCT ADDITIONAL-PYLONS-WINDMILLS.

Hows Eagle doing? Made any progress on improving the hideout?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 26, 2009, 09:09:05 pm**



Eagle had spruced up the lair a bit. He had built a nice cozy dining room for the gang, as well as a kitchen. He also added some statues to pretty it up in the dank a hole.

"Now it's starting to feel like home!" he said aloud to himself. His moment of pride was interrupted by Mistem's screams of pleasure at Catten's, uh hh....hands. "Can you keep it down??? JEEZE!!!" he shouted. It was to no avail, for they could not hear him.

He decided to carve up some stone instruments, a diorite piccolo, a dolomite harp....anything he could make some noise with to drown out this filthy pair.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jim Groovester** on **May 26, 2009, 09:52:21 pm**

There's only one solution to Eagle's noise problem: a catapult.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 26, 2009, 10:10:07 pm**

Quote from: Jim Groovester on May 26, 2009, 09:52:21 pm
There's only one solution to Eagle's noise problem: a catapult.
Only because we dont have magma.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 27, 2009, 12:29:45 am**

Quote from: Eagle on May 26, 2009, 10:10:07 pm
Quote from: Jim Groovester on May 26, 2009, 09:52:21 pm
There's only one solution to Eagle's noise problem: a catapult.
Only because we dont have magma.

Aye. The solution is magma...and we have none.

Though with tweak or companion I could get the moat to turn into lava though right? Anyone want to help my dumb ass get either of these things working on my machine? I tried the wiki steps for both, no luck. Im sure Im doing it wrong.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 27, 2009, 12:53:11 am**

Urist was bloodthirsty. Her axe-hand had been stayed for far too long. What was she doing here trapped in the temple waiting to die? Was she waiting for the dwarves on the surface to realize that their stockpiles of bituminous coal and lignite could be used to bring this temple down? Was she waiting for some goblin warlord to slaughter the heathens then build a dark fortress on their remains?

There was no benefit to simply waiting with fingers in orifices. She grabbed her axe and set out under cover of night.

Knowing the fortress as only she could, she silently slipped into the freezing cold moat. She was not weairng metal armor, for it would drown her. With her axe strapped to her back she took a breath and submerged under the surface. Her entrance point was right above the gaping hole of the lower maintenance tunnels. She swam to them, though she could barely see them.

There were no glowing plants or phosphorescent mushrooms or powders in Urists day. That was the realm of the ancients with their great science. In this dark age, Urist had to navigate the maintenance tunnels by dwarfsight alone. Dwarf vision was uncannily adept, even in the darkest of places. However, these tunnels would try her abilities. As she ventured further into the 'U-bend' that helped to depressurize water that came in from the above ground moat, her lungs began to ache for air. She could not see at all this far down. She did her best to keep her heart from racing (and needing more oxygen) as she clumsily felt around for the bottom of the shaft.

She kicked herself ever forward, and at last the shaft turned upwards. Her natural boyancy propelled her upwards now as she kicked and heaved herself higher.

BAM!

Fuck!, she thought as she hit her head on the rock above. There was one more turn in the tunnel! She frantically spasmed forth with her remaining air. She struggled to keep her mouth closed despite the urge to gasp for breath. The light was much brighter now. She swam to it.

Urist burst to the surface, and gulped in the largest chestfull of air she had ever inhaled in her life. Then she remembered she had to

keep quiet...

She took smaller breaths, recuperating in the dark and half-carved-out noble river cave. There was no one here at night. Urist unstrapped her axe and held it in front of her. She let her bloodlust and hatred of her enemy renew her strength, then she marched off with **murder** first up on her to-do list.

(To be continued...)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jim Groovester** on **May 27, 2009, 12:56:00 am**

Quote from: MrGimp on May 27, 2009, 12:29:45 am

Quote from: Eagle on May 26, 2009, 10:10:07 pm

Quote from: Jim Groovester on May 26, 2009, 09:52:21 pm

There's only one solution to Eagle's noise problem: a catapult.

Only because we dont have magma.

Aye. The solution is magma...and we have none.

I was thinking about the catapult's noise-making potential instead of its destructive potential. Some dwarf I am.

Although, yeah, I guess hurling rocks at the problem would work, too.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 27, 2009, 12:59:04 am**

Quote from: Jim Groovester on May 27, 2009, 12:56:00 am

Quote from: MrGimp on May 27, 2009, 12:29:45 am

Quote from: Eagle on May 26, 2009, 10:10:07 pm

Quote from: Jim Groovester on May 26, 2009, 09:52:21 pm

There's only one solution to Eagle's noise problem: a catapult.

Only because we dont have magma.

Aye. The solution is magma...and we have none.

I was thinking about the catapult's noise-making potential instead of its destructive potential. Some dwarf I am.

Although, yeah, I guess hurling rocks at the problem would work, too.

Or catapulting Catten out of there...that would work fine and be dwarfy.

But Magma...you just cant beat it. All problems are solved with magma, even problems that were *caused* by magma. Armok made it thus when he created magma to be the blood of the earth.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **May 27, 2009, 07:14:43 am**

Can my dwarf hide Erib worshippers in a secret room behind say a cabinet or something?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 27, 2009, 03:15:41 pm**

Now now, we don't want to make this more depressing than it already is and besides, godwins law.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 27, 2009, 03:39:13 pm**

<http://www.youtube.com/watch?v=rcEEAjGtAkY>

Make sure to read the lyrics in the description.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Hawkfrost** on **May 27, 2009, 06:22:39 pm**

Quote from: Eagle on May 27, 2009, 03:39:13 pm

<http://www.youtube.com/watch?v=rcEEAjGtAkY>

Make sure to read the lyrics in the description.

Love that song.

I think this (<http://www.youtube.com/watch?v=ojq5bc8xK2c>) should be Urist's theme.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Labs** on **May 27, 2009, 06:29:55 pm**

Quote from: Hawkfrost on May 27, 2009, 06:22:39 pm

Quote from: Eagle on May 27, 2009, 03:39:13 pm

<http://www.youtube.com/watch?v=rcEEAjGtAkY> (<http://www.youtube.com/watch?v=rcEEAjGtAkY>)

Make sure to read the lyrics in the description.

Love that song.

I think this (<http://www.youtube.com/watch?v=ojq5bc8xK2c>) should be Urist's theme.

Oh fuck yes.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Maggarg - Eater of chicke** on **May 28, 2009, 07:22:04 am**

Mwahahah, I'm the only engineer.

Post by: **Jarod Cain** on **May 28, 2009, 02:35:48 pm**

Post by: **MrGimp** on **May 28, 2009, 04:31:42 pm**

Post by: **MrGimp** on **May 28, 2009, 05:32:08 pm**



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 29, 2009, 12:35:51 pm**

Steve sat by the forges. They had finally been reclaimed from the rebels through the bravery of the miners.

Steve had just finished casting spears. That was all he ever crafted. Once, many years ago, he had crafted seven masterwork adamantine axes that were still in use by the axe dwarves. Some had ended up in the hands of the rebels, and some with the loyalists. These spears the Duchess always demanded werent really weapons in Steve's mind. No speardwarves guarded Blockedlance! The only use found for his spears had been in the temple suicide and baby killing booths.

The worst part was, that even what little work there was, was often taken by the Dungeon Master!

Steve sat forgotten and forelorn...

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 29, 2009, 01:06:25 pm**

Mogror paced back and forth along the temple heights. He was staring down upon the rebels windmill constructions. The Queen was with him, surveying the progress.

"Damn them!" shouted Mogror. "Damn them to the seventy-nine hells!"

"Wait....theres more hells than that!" corrected Queen Urist.

"No. I stop counting them as hells after the Hell of the Infinite Void. I knew a lot of the guys that created some of the hells that came after that and I have to say, Im not very impressed. I mean, come on. The Hell of Uncomfortable Chairs?"

"Yeah, you have a point. Thats really more of an Elf Hell."

"Well these bastard rebels have stolen my blueprints for Project Mechanical Overload!!! I think that warrants the Hell of Eternal Wounds...Id love to see their faces when they first arrive and Lord Rustedblade the Giver of Stabbing starts stabbing them over and over!" Mogror chuckled, then sighed as he stared off into space. "That brings back a lot of memories..."

"What? You spent time in the Hell of Eternal Wounds?"

"Yeah, I was lucky, I got out after a few thousand years, and Lord Rustedblade even let me go back to my old life and time as if nothing had ever happened. I guess he realized that we just had a lot in common. I still write the old bastard every now and again! Good guy. Lovely wife."

There was silence for a moment as the Queen stared at the mad engineer.

"Wow Mogror....I learn something new about you every day."

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 29, 2009, 07:31:13 pm**

I laughed extremely hard.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 29, 2009, 07:53:51 pm**

The feeling is mutual

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **ousire** on **May 29, 2009, 10:42:53 pm**

mogror of this story is possibly my favorite of them all ;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 30, 2009, 01:18:00 pm**

FPS is a LOT better with half the dwarves dead. Even with the moat and the flooding and the noble cave river and the mechanisms, Im getting 30 FPS now. Thats doable.

Anyways, time is going a bit faster now, so its already Spring of 232.

FPS: 99polis RifotkÜbÜK. "Blockedlance" 1st Granite. 232. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		6452687*		Population:		95							
Weapons:		425651*		Miners		 9				Champions		 34	
Armor and Garb:		619318*		Woodworkers		 2				Axedwarves		None	
Furniture:		464128*		Stoneworkers		 None				Axe Lords		None	
Other Objects:		2965176*		Rangers		 None				Swordsdwarves		None	
Architecture:		1067980*		Metal Smiths		 2				Swordmasters		None	
Displayed:		581458*		Jewelers		 2				Macedwarves		None	
Held/Worn:		328996*		Craftsdwarves		 6				Mace Lords		None	
Imported Wealth:		2595277*		Nobles/Admins		 7				Hammerdwarves		None	
Exported Wealth:		188720*		Peasants		 None				Hammer Lords		None	
				Children		 5				Spearwarves		None	
				Fishery Workers		 None				Spearmasters		None	
Food Stores:		18748		Farmers		 20				Marksdwarves		 2	
Meat		58		Seeds		757				Elite Mrkedurvs		None	
Fish		15		Drink		7892				Wrestlers		 1	
Plant		379		Other		9649				Elite Wrestlers		 1	
				Other Animals		 A 9				Recruits		 3	

The number of Rebel marksdwarves are dwindling. Lord Lego and Lord Labs, you should feel scared now, as should the rest of the rebels because without the marksdwarves they lose their greatest defense against Urist.

Anyways, this spring some elves came. They managed to sneak up all the way to the gates of Blockedlance in their attempt to enter our cage stockpiles and free their elf kin! Urist had to watch helplessly from atop the temple and hope that these foul rebels could mount the strength to drive off the attack...



<http://mkv25.net/dfma/movie-1375-prisonbreak1> (<http://mkv25.net/dfma/movie-1375-prisonbreak1>)

[Spoiler](#) (click to show/hide)
The Elves scatter in terror at the pitiful defense propped up by the traitors. Amazing.

<http://mkv25.net/dfma/movie-1376-prisonbreak2> (<http://mkv25.net/dfma/movie-1376-prisonbreak2>)

But wait....whats this? Their retreat was a fake! Elf tricks! No matter, for the alarm has already been sounded, and axedwarves are nearby.

<http://mkv25.net/dfma/movie-1377-prisonbreak3> (<http://mkv25.net/dfma/movie-1377-prisonbreak3>)

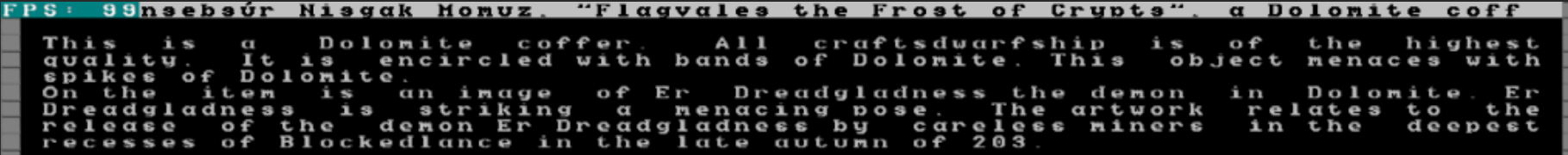
Title: **Re: Urist Salvadangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 31, 2009, 03:49:28 pm**

Eagle spent more and more of his time with hobby craftwork. He also liked to get out of the cave and away from Catten and Mistem. He had taken to going down into town every now and again for craft supplies. He had seen the immense windmill constructions atop the fortress entrance, and he decided that it must be getting a lot safer down in Blockedlance with the Queen locked up.

With the access to new materials and workshops, his hobby crafting went to an obsessive extreme.



Over the course of the summer he crafted an artifact dolomite coffer with a picture of a demon on it. Thats about as cool as you can get with a coffer.



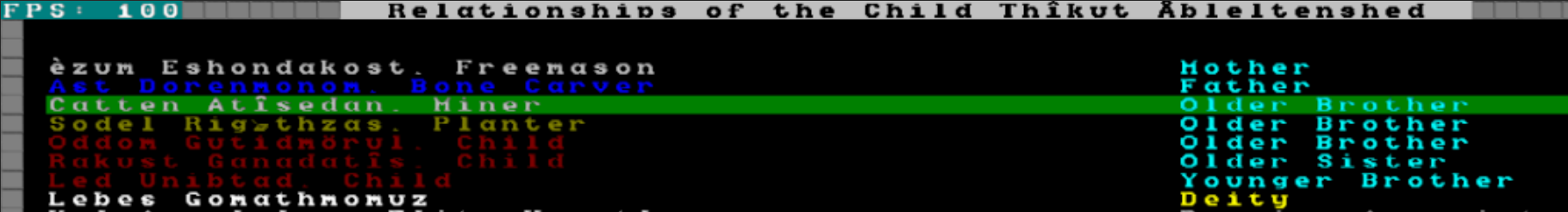
He placed the coffer in his cave only to find the place empty and a note from Catten.

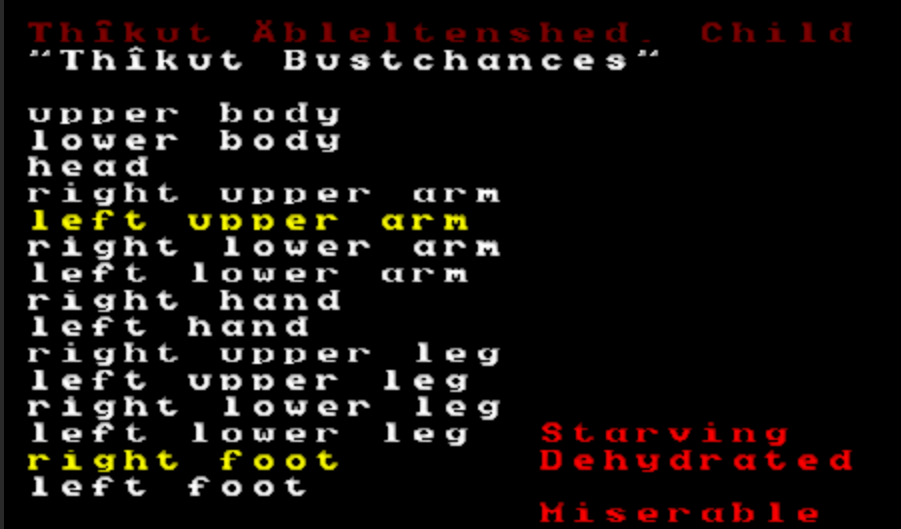


Eagle,

I was out of powder so Mistem left. I went to town to look for more, but I have found my sister is crippled from trying to commit suicide. Im gonna be living in town for a while. Sorry buddy, I know you like company and all. Sorry Mistem never wanted you to join in, but hey, if you find some powder Im sure shed get with you! Good luck homeskillet!

Catten





Eagle was shocked and saddened by the thought of Catten's little sister trying to kill herself. He tried not to wonder what Catten may have done to the little girl that drove her to it.

Oh well...at least he FINALLY had his cave back all to himself. There was a lot he wanted to do with it. He was gonna tap the Fortress water tunnels and build a well, then pump some of that water up and make a small tower cap garden so he could get wood for more bins and barrels.

Now that it was truly his, he was going to make this place his home.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 31, 2009, 04:04:42 pm**

Catten walked in to the old hospital, which was the only available sleeping place for him. He picked out a spot next to the Eribite Mayor. He tried not to be noticed by the tax collector. Catten had never paid one credit to that guy.

He looked over and saw a dwarf hovering in the air, surrounded by blue light.



"What the fuck?" he shouted. He pointed at the floating dwarf, then looked to the dwarf next to him. "Do you see that?"

"Yeah, he's been like that for twenty years or so."

"Huh? Hes been floating for twenty years?" asked Catten, shocked.

"Yep. He cant get down."

"Have you tried pulling him down?"

"Well, trouble is hes not really a physical entity as you and I might recognize a physical entity."

Catten just stared blankly. The dwarf sighed then grabbed a small rock off the rough cavern floor. He chuckled it at the blue floating dwarf. It went right through him.

"See? We cant even spot him with the V or K commands, he doesnt come up on radar. That dwarf," he explained, "has transcended this reality."

"Woooooowwwwww...." said Catten, still tripping from his last line of quarcaine. He stared at the dwarf floating in the blue light. His mind was utterly blown.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Eagle** on **May 31, 2009, 04:07:05 pm**

Fuck yes. Eagle's got his cave back.

EDIT: Lol, cant see him with the V or K commands. What is he, a glitch? Or a hallucination?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Hawkfrost** on **May 31, 2009, 04:11:03 pm**

Didn't a similar thing happen in another game, but with a goblin?
Permafloating creature who is there yet not there.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 31, 2009, 04:14:13 pm**

HE IS ME!!
THE GHOST OF OL' TRADANBATTLAN FINALLY HAS HIS REVENGE.
kinda

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 31, 2009, 05:49:18 pm**

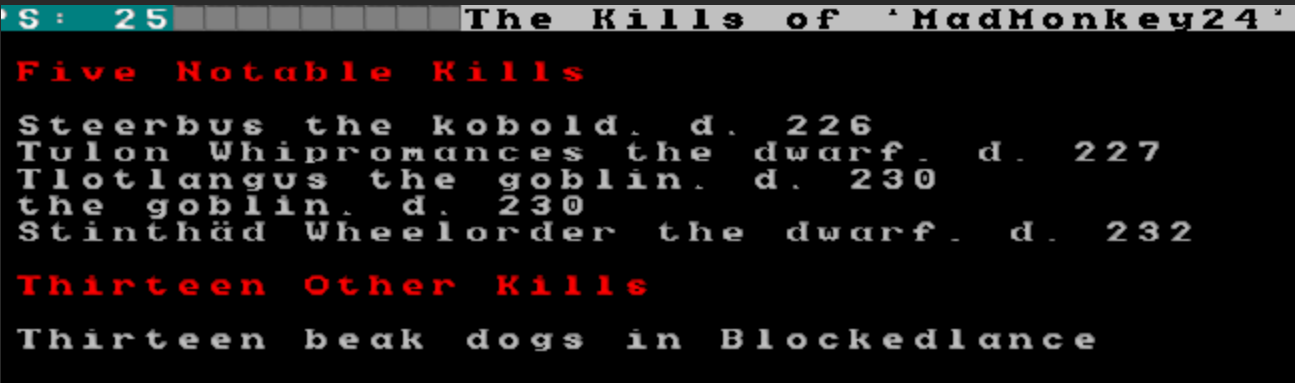
Quote from: Hawkfrost on May 31, 2009, 04:11:03 pm
Didn't a similar thing happen in another game, but with a goblin?
Permafloating creature who is there yet not there.

Its happened a couple times in different forums stories. Its a known bug. You can get the guy back with Dwarf Companion, which I cant seem to get working.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 31, 2009, 05:57:37 pm**

Well, one of the legendary heathens trapped in the temple went fay. Then he went berserk. MadMonkey did the honors and stabbed the poor bastard to death.

Heres your kills so far MadMonkey, youve got two dwarves in there, good job!



There is less happy news for Labs however. We were sieged by goblins this year, and in defense of the temple, your dwarf kicked the bucket.



But look on the bright side....you got a really cool death scene in front of the massive temple fighting goblins! Just picture it! It was glorious!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Labs** on **May 31, 2009, 06:11:41 pm**

Aww, at least he died fighting like any dwarf should ;D . No vid?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 31, 2009, 06:34:21 pm**

Quote from: Labs on May 31, 2009, 06:11:41 pm
Aww, at least he died fighting like any dwarf should ;D . No vid?

Nah, sorry....I didnt even see it happen, I noticed it later. You werent supposed to even be out there. You ran out there to get bolts or something. Maybe silk. All of a sudden at the bottom it said you had been struck down. The rest of your squad died with you. ;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **May 31, 2009, 06:35:01 pm**

POST #666



Heathens!!! Hear the voice of your God! I am Armok, Lord of All!!! Creator of Life and Death! I play with the universe like a child plays with a toy! Behold the fire demons I have materialized within your fortress! Scream as they burn you alive!!!

MUOOOHOOOHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!!!!!!!!!!!!

<http://mkv25.net/dfma/movie-1380-firedemons1> (<http://mkv25.net/dfma/movie-1380-firedemons1>)

<http://mkv25.net/dfma/movie-1381-firedemons2> (<http://mkv25.net/dfma/movie-1381-firedemons2>)

I laugh as they burn your children!!! Hahaha!!!!!!

<http://mkv25.net/dfma/movie-1382-demonkillkid> (<http://mkv25.net/dfma/movie-1382-demonkillkid>)

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **May 31, 2009, 06:39:02 pm**

YES!
YEEESS!!

EDIT: Just noticed something!
[Nameless Dwarf #445 has created a masterpiece!]

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **May 31, 2009, 07:22:57 pm**

Quote
I modded in some fire demons (not spirits of fire).
size 30000 damblock 30000, attack 30000, and two kinds of fire attacks. Plus it has a body temperature of 25000 DF degrees.

um... dude. Think that's enough?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **May 31, 2009, 10:01:46 pm**

Are you kidding? It's like dakka. It can't be enough.

Yay for 666! WE WILL FEAST ON THE FLESH OF YOUR CHILDREN. MEDIUM RARE, IF YOU PLEASE.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **CaptainBlood** on **June 01, 2009, 02:10:19 am**

Awesome fire demon of doom! Surprised it got hurt at all haha

[Spoiler](#) (click to show/hide)



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **ousire** on **June 01, 2009, 02:54:28 am**

Quote from: CaptainBlood on June 01, 2009, 02:10:19 am
Awesome fire demon of doom! Surprised it got hurt at all haha

[Spoiler](#) (click to show/hide)



that is AWSOME

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **mythmonster2** on **June 01, 2009, 04:31:37 pm**

Uh, so did you save that? Whether or not, I assume all rebels are dead

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **June 01, 2009, 06:42:29 pm**

Trying to get back to the hermit challenge, are we?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **June 01, 2009, 08:32:34 pm**

My dwarf had better meet his end by a crossbow shot.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 02, 2009, 07:02:50 pm**

Quote from: Christes on May 31, 2009, 07:22:57 pm

Quote

I modded in some fire demons (not spirits of fire).

size 30000 damblock 30000, attack 30000, and two kinds of fire attacks. Plus it has a body temperature of 25000 DF degrees.

um... dude. Think that's enough?

To paraphrase Jackrabbit...."MOAR DAKKA!!!!!!"


And no. It wasnt enough.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 02, 2009, 07:03:53 pm**

Quote from: CaptainBlood on June 01, 2009, 02:10:19 am

Awesome fire demon of doom! Surprised it got hurt at all haha

[Spoiler](#) (click to show/hide)



Fuck yeah!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 02, 2009, 07:12:10 pm**

- Mythmonster2 - Yes I saved it. No, only 20 rebels died. Only ones left are uber military dwarves and cripples who were far from the action.
- Christes - The hermit challenge would definitely be better on my FPS. If the forums are ever to have a century long community story, we're going to need there to be only one or a few dwarves.
- Creamcorn - Hahaha...before your guy can be made to look like he spiked his brain with a bolt, he needs to get involved with a crazy bitch that wants to kill him. Oh wait....that already happened. Yeah your guys doomed.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **RavingManiac** on **June 02, 2009, 11:56:03 pm**

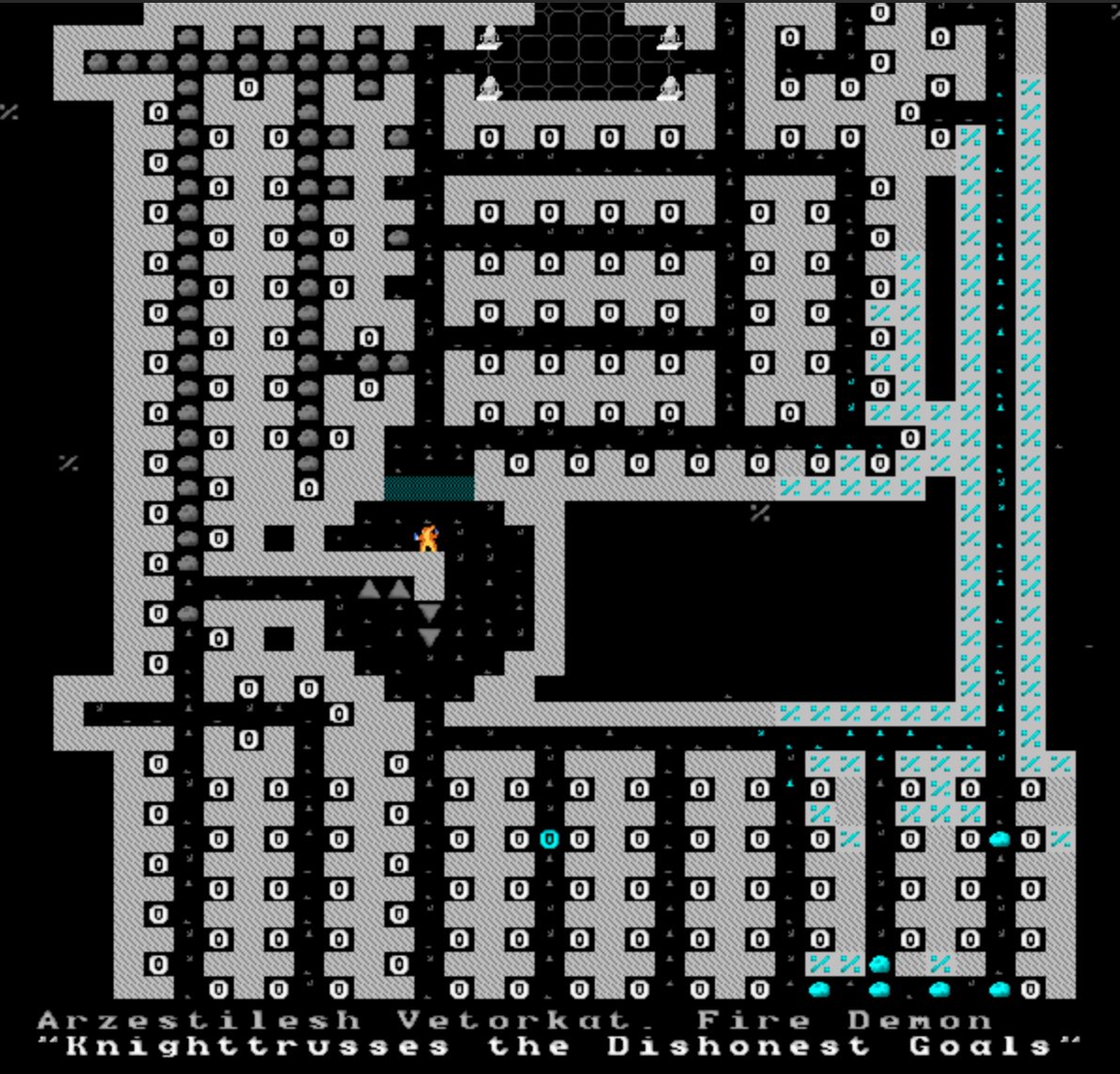
Wait, how did you get the fire demons into the fortress? Did you breach adamantine, or mod some random domestic animal?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 03, 2009, 12:29:25 am**

Quote from: RavingManiac on June 02, 2009, 11:56:03 pm
Wait, how did you get the fire demons into the fortress? Did you breach adamantine, or mod some random domestic animal?

I crafted them out of goats.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 03, 2009, 12:49:08 am**



Well, of the five goats in cages that transformed into fire demons, only one is alive. It appears damblock 30000 is insufficient against dwarven might. Damblock of 50000 overloads the variable. So I cant make anything much stronger than around 32,000-36,000 I believe.

Anyways, this Knighttrusses the Dishonest goals has left the entire inside of the fortress a bloody mess. Look at the stairwell...



Home Sweet Home, eh?

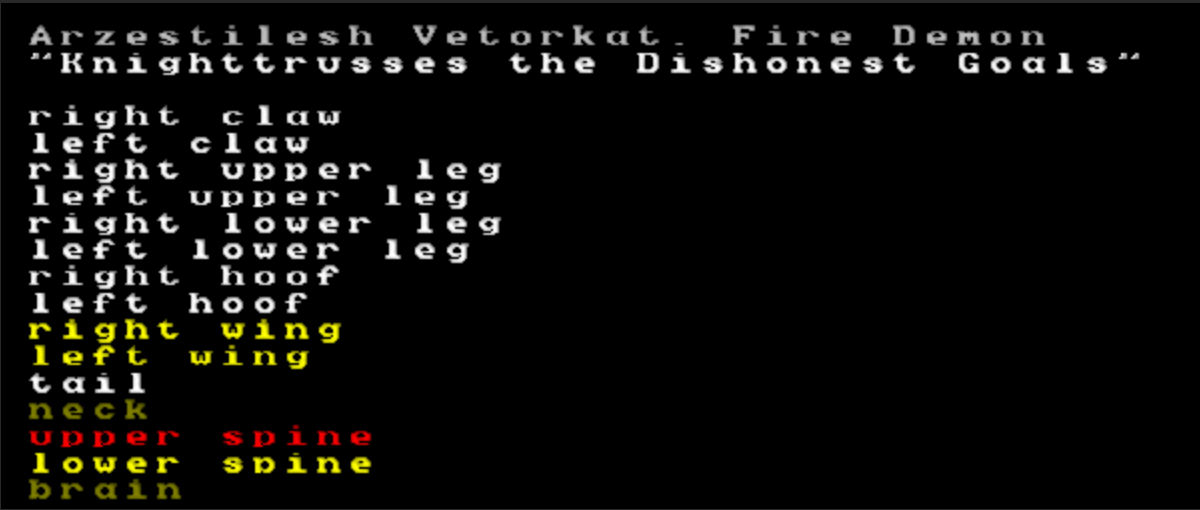
It appears the Human Diplomat Dunem Trickscars doesnt like it here. Hes stuck. The Guild Representative has been killed. Everything is bashed up and charred. He just shuffles around now.....waiting for the end.



Outside, the other four demons didnt manage to do as much damage as Knighttrusses with his dishonest goals. They managed only to wound several military dwarves before succumbing to their axes. However, they did manage to set the place on fire, and four dwarves were burnt alive in the ensuing fun!!!



Well Knighttrusses here is wounded....



..and is (somewhat) easy pickings for a few champions that gangbang him. The bridges that link the fortress to the outside world were burnt up in the fight. The rebels are completely cut off now. Most of their military remains outside the fortress beyond the moat.

They will surely starve...

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 03, 2009, 02:25:32 am**

Quote from: Jackrabbit on June 03, 2009, 02:07:44 am
Ha! Dumb rebels. Always starving. Will they ever learn?

Hey you're out there too y'know! ;D

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **June 03, 2009, 05:17:55 am**

Will *I* ever learn? I'm starting to think I picked the losing team.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **mythmonster2** on **June 03, 2009, 01:47:07 pm**

No, really? I just chose this team for some fun, to have the Queen betrayed by her own special group. So, I assume that I am either dead, near dead, or locked out.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **June 03, 2009, 05:31:11 pm**

Quote from: MrGimp on June 02, 2009, 07:12:10 pm
Creamcorn - Hahaha...before your guy can be made to look like he spiked his brain with a bolt, he needs to get involved with a crazy bitch that wants to kill him. Oh wait....that already happened. Yeah your guys doomed.

Hmmm? Can it involve alcohol, lots and lots of alcohol? Or maybe chains, lots and lots of chains. Or how about losing consciousness?

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **June 04, 2009, 05:25:41 am**

The spambots would be a lot more subtle if they could spell or structure a sentence. Honestly, it's not like I ever want the product.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Labs** on **June 04, 2009, 11:57:04 am**

:D Yay! Spambots!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **June 04, 2009, 02:09:37 pm**

At least they're trying to join in on the conversation.

Sapient computers have to start somewhere. :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 04, 2009, 02:51:12 pm**

Quote from: Christes on June 04, 2009, 02:09:37 pm
At least they're trying to join in on the conversation.
Sapient computers have to start somewhere. :P

Lol, thats one way of looking at it! I thought the bot did pretty good. The only things that give it away are 1 - the link for Refrigerator Water Filters, and 2 - answering a question no one asked.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 04, 2009, 02:54:21 pm**

Quote from: Creamcorn on June 03, 2009, 05:31:11 pm
Quote from: MrGimp on June 02, 2009, 07:12:10 pm
Creamcorn - Hahaha...before your guy can be made to look like he spiked his brain with a bolt, he needs to get involved with a crazy bitch that wants to kill him. Oh wait....that already happened. Yeah your guys doomed.
Hmmm? Can it involve alcohol, lots and lots of alcohol? Or maybe chains, lots and lots of chains. Or how about losing consciousness?

It will involve quarcaine. Mountains and mountains of quarcaine.



Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **June 04, 2009, 04:16:21 pm**

Quote from: MrGimp on June 04, 2009, 02:54:21 pm

Quote from: Creamcorn on June 03, 2009, 05:31:11 pm

Quote from: MrGimp on June 02, 2009, 07:12:10 pm

Creamcorn - Hahaha...before your guy can be made to look like he spiked his brain with a bolt, he needs to get involved with a crazy bitch that wants to kill him. Oh wait....that already happened. Yeah your guys doomed.

Hmmm? Can it involve alcohol, lots and lots of alcohol? Or maybe chains, lots and lots of chains. Or how about losing consciousness?

It will involve quarcaine. Mountains and mountains of quarcaine.



• _____ • . . . awesome

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Jackrabbit** on **June 04, 2009, 05:43:27 pm**

If there was a better excuse for a maniacal laugh, I haven't heard it!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 05, 2009, 12:53:29 pm**

You know, I can hear it in the back of my head....theres someone out there thinking, 'hey Gimp, when you grind Quarry Bush Leaves you get flour, not a narcotic drug'.

To them I just remind them that dwarven metabolism is different, and hey, flour gets em high alright? Thats why things made with flour are so valuable in the dwarven economy.

Think about it.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 05, 2009, 01:17:51 pm**

Sorry I havent had many story updates lately, my ass is being kicked by finals. AND I started my own business. I wont advertise here like a spambot or something, but if anyone wants a webpage, PM me. haha

Anyways....probably wont have DF time for a week or so.

But until then give me some feedback on how you think Urist should respond to this turn of events. Heres some options she has...

A - Let the rebel military starve, then come back out of the temple. (Theres a risk they might rebuild the bridges....Myth has been ordered to rebuild them, but hes busy making coffins at the moment)

B - Open the forge doors so that Urist and the loyalists can get back into the Fortress proper and forbid the birdges from being rebuilt. Myth could be burned alive for treason, and the Eribite Heir can be left to rot as a paralyzed cripple for the rest of his days.

C - Do something with dwarf companion where all the rebels trapped outside go berserk. (Someones gonna need to help me get companion working for this one, I am an idiot)

D - Just wait for more ~~geats~~ Fire Demons to show up and slaughter the rebel military (if they can).

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Creamcorn** on **June 05, 2009, 02:34:53 pm**

I would say do the dwarven thing and make more fire demons, just make sure no one too important dies.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **June 05, 2009, 04:35:18 pm**

B

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Zulaf** on **June 06, 2009, 12:04:06 am**

I say, I rather like the sound of b, of course it is not without its flaws. Where is the consummation(SP?) of the forge reopening? I choose b if you let me handle that little ditty.

EDIT: Oh course by let me handle it i mean you just write something witty and funny in, dont let me do any writing.... i blow when it comes to the word making and writing.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 06, 2009, 05:01:51 am**

Well the forge had originally been cut off, then the loyalists channeled back into it then sealed it off from the rebels under armed guard. In the narrow demon tunnels, the rebels' numbers advantage was negated, and the awesomeness of the Armok worshippers was magnified.

The word you were looking for was consecration, (although given these dwarves peculiar religious traditions, I suppose it could be called consummation too! ;D) but I already reopened the forges without a consecration/consummation. My bad.

Ill try to work one in later though. I definitely want your High Priest Kulaka breeding a line of Armok worshippers with the High Priestess.....so we'll need consummations. You might as well consecrate while you consummate, thats what I always say.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **mythmonster2** on **June 07, 2009, 08:15:32 pm**

I would like B, even though I die in the end. It's OK.

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **June 08, 2009, 07:47:06 pm**

I'm glad Christes didn't live to see this :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Tradanbattlan** on **June 08, 2009, 08:02:28 pm**

Quote from: Christes on June 08, 2009, 07:47:06 pm

I'm glad Christes didn't live to see this :P

Are you kidding?!
We both died right before the good part!!

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **Christes** on **June 09, 2009, 12:30:13 pm**

We'd be dead now anyway :P

Title: **Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)**
Post by: **MrGimp** on **June 11, 2009, 03:22:14 pm**

Christes and Tradan floated naked in the limitless white void, awkwardly bumping up against each other in the zero-gravity environment. Suddenly they bumped into something.

"Ow my head!" shouted Tadan. He looked up to see what they had floated into. It was Armok himself, standing with his arms crossed

and a crooked smile on his face. His eyes squinted sinisterly as he looked down at the two dwarves. "ARMOK!!!" Tradan had already run into him before.

"Armok?!" shouted Christes, remembering Tradan telling her that Armok stopped by only to take joy in tortute. Christes wished the 10,000 years was up, and they could be dead already. Wishes never come true.

Armok uncrossed his arms, and raised his right hand high above his head. In it he held a flayed whip, and each tattered end had shards of jagged broken glass attached to them.

"NOOOOO!!!!!!!" the two dwarves shrieked in utter terror as the demon slashed the whip down and across their once beautiful presentable faces.....

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **June 11, 2009, 04:14:05 pm**

Pff. "Once beautiful" faces.
I bet our faces look better than the average dwarf's face right now.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **June 11, 2009, 04:53:50 pm**

Are you going to torture them whenever they start a conversation about how great it would be to be alive? Because that would be funny.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **CaptainBlood** on **June 11, 2009, 06:07:19 pm**

Which reminds me... is my insane dwarf still alive? His name was Mod I think...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **CaptainBlood** on **June 11, 2009, 06:10:12 pm**

Yep double checked. Mod, the kitten-kicking loyalist clerk.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 11, 2009, 07:18:37 pm**

Why not take a third option-have the rebels fling female cats into the fortress-who then get set on fire by the remaining demon? Since the cats may go outside, there's no telling what will happen, and it completely maximizes the chances for wanton destruction at random.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **June 11, 2009, 08:38:31 pm**

What about Eagle? Hows he standing up to all this madness below?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 11, 2009, 11:27:39 pm**

CaptainBlood - Yeah you're alive inside the temple. Im carving all loyalist true believers nice bedrooms and shit. Right now though you're stuck in one of the 1x1 monk rooms. Theyre modestly sized, but engraved...plus the beds and doors have jewels on em. So it balances out right?

Byakugan - Did you still want a dwarf? You asked 5 pages back, but I guess you didnt see my reply. The rat weed hasnt destroyed my memory totally, I still know I need to add you. You wanted to be one of the Eribites but theyre all dead except the heir/mayor. If you want to be one of the true believers you can be the High Priestess or the Dungeon Master. Otherwise you can be a rebel military dwarf and await starvation/execution/death by fire demon.

Eagle - Your cave is coming along. You built a pump and managed to seal yourself off before the fire demons showed up. Your tower cap farm is starting to sprout, and you have a well. You are now totally self-reliant, unless you get wounded somehow. The only problem is all that damn stone. Its cluttering your tower caps!

Jackrabbit - Yeah Im just gonna randomly beat, cripple, and mutilate them just for the hell of it.

Tradanbattlan - Good point....Ill fix it...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **June 12, 2009, 10:22:39 am**

I assume Armok is basically torturing *all* of the dead dwarves? That's a lot actually.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 12, 2009, 12:30:21 pm**

Hmm...you killed off the caravan? That means you're going to get a human siege next summer, in all likeliness. For an interesting perspective, make me one of the local leaders there (if there are any) and write my reaction to what I see when my squad gets there. Or, instead of a dwarf...why not the crippled fire demon? I'd like to see the story from it's point of view, to be honest-that is, if they are even capable of sentient thought at all. Especially if/when it gets killed, and even as it is it'd be interesting given how it has been brought low by mortals. I still need more time to think up an actual dwarf character (one that *isn't* insane), but I am interested in seeing the story from these alternate viewpoints.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 12, 2009, 02:13:48 pm**

Quote from: Byakugan01 on June 12, 2009, 12:30:21 pm
Hmm...you killed off the caravan? That means you're going to get a human siege next summer, in all likeliness. For an interesting perspective, make me one of the local leaders there (if there are any) and write my reaction to what I see when my squad gets there. Or, instead of a dwarf...why not the crippled fire demon? I'd like to see the story from it's point of view, to be honest-that is, if they are even capable of sentient thought at all. Especially if/when it gets killed, and even as it is it'd be interesting given how it has been brought low by mortals. I still need more time to think up an actual dwarf character (one that *isn't* insane), but I am interested in seeing the story from these alternate viewpoints.

I didnt kill off the caravan, the demons did! These humies better not attack me for it! Im actually really bummed the guild representative died. The dwarf representative has been dead for about 30 years. So the humans were the only ones who could fill my nobles' mandates. Until I get Companion working even my relatively placid Duchess is gonna be a pain in the ass.

BTW - the wounded demon is already dead...

Quote

Well Knighttrusses here is wounded....

..and is (somewhat) easy pickings for a few champions that gangbang him.

But I really like the idea of making you one of the human leaders so we can hear other perspectives on Blockedlance! Ill make you the ruler. All hail Byakugan, Merchant Prince of our Human allies!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 12, 2009, 02:23:54 pm**

Quote from: Christes on June 12, 2009, 10:22:39 am

I assume Armok is basically torturing *all* of the dead dwarves? That's a lot actually.

Hey Armok always finds time for torture, no matter how busy he is! haha

Nah, actually, since there are dozens upon dozens of hells, and an unknown number of blazes, pseudo-hells, and not-so-nice places, a dead dwarf might find themselves anywhere. Most of them simply die though, and their soul gets eaten by Armok right away. Only important or memorable dwarves will be worthy enough to transcend death and find themselves in a hell.

You see, it is a tremendous honor to get to spend ten thousand years in The Hell of the Infinite Void before you are forever erased from existence! ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 12, 2009, 02:45:16 pm**

Eberdek waited nervously at the table. It was an opulent setting. He sat on the Queen's golden dining throne, about to help eat a delicious feast fit for royalty. Fine Pewter dining ware was set before him on a platinum table. Eberdek sipped whip wine from an aluminum goblet. A servant finished setting the Queen's seating arrangement, then topped off her artifact adamantine mug with sunshine before scurrying out of the room.

Another servant came in with several plates of food on a silver tray. Eberdek's mouth watered, and at the same time his heart was beginning to pound harder, as it always did as he began his duties.

Calm down Eberdek, faster heart rate means poison flows quicker, he thought to himself. He took a deep breath and tried to calm his nerves.

He began taking a bite off of each plate. Quarry Bush Salad with wild strawberries, plump helmets, and topped with grated dwarven cheese. Scrumptious. Horse Meat Roast sauteed with a sweet and sour sauce made form dimple cup spawn and sun berry seeds. Delicious. Cave wheat toast with purring maggot butter. Mouth watering. And finally a nice desert tart stuffed with prickleberry jam, dusted with dwarven sugar, and smothered in dwarven syrup.

At the end of it Eberdek sat bloated and contented. He loosened his belt and sat back, hoping to not die. An hour glass was turned over and the countdown began. The sand ran out three times, and the hourglass was flipped three times. At the end of the seeming eternity, Eberdek was still conscious. The Queen then came into the room and began her meal. Eberdek's bank account was credited with one dwarfbuck, and he was sent on his way.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **June 12, 2009, 02:51:58 pm**

Man, what a life. I wonder how it will end.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 12, 2009, 04:16:33 pm**

After dinner the Queen consulted with her trusted council on the recent events. Her trusted council was small, and contained only Lord Montague, Lord Dullard, MadMonkey24, and Mogror Harbett. So much had happened recently, and she wanted their opinions on how best to proceed.

"Well right now all we know is what we saw, a bunch of smoke, and flaming demons burning everything down," said Lord Dullard.

"Do you think they struck another chasm within the adamantine?" asked MadMonkey.

"Bah! They wouldnt have survived that!" quipped Lord Montague.

"Agreed. I dont think it was demons from another pit. The ancients didnt cluster their demon prisons so close together," said Urist. Mogror nodded in agreement, having personal knowledge that this was true.

"The bridges are burned, their military is trapped...while they are divided we MUST attack! Why are we even talking about this?" asked Lord Montague, growing impatient.

"Well we cant open ourselves up to the demons! We cant reopen the gates to the fortress until we know for sure that its safe in there!" shouted Lord Dullard. "We dont have the manpower to risk!"

There was silence as they pondered this last part. It was correct, their numbers were few.

At last Urist spoke. "It is dangerous to risk it, but it is dangerous to sit and wait for death, too. That is MY fortress, by right of might, not by privelage of birth!!! Lord Dullard, get your men prepared, then meet me here on the morrow. Be suited up and ready to fight, you too MadMonkey. Mogror, before nightfall, do some routine inspections on all the levers, gears, and floodgates so that we can be sure of their functionality if we need to reseal the temple at a moments notice."

"Aye," the dwarves agreed.

"Armok be with us gentlemen," said the Queen as she dismissed them. Then she set off to the temple altar to spend the evening in prayer.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **June 12, 2009, 04:19:56 pm**

Weh-heh-heh.
They are going to be soooo vulnerable...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 12, 2009, 04:45:50 pm**

Unless you can use dwarf companion or something to revive the liaison, then i think you're about to get sieged. In one fort of mine, just a DIPLOMAT got killed and I got sieged the next summer. You could probably handwave the revival as armok helping out his chosen-and maybe even "converting" some of the eribites in the process.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **June 12, 2009, 04:59:05 pm**

Know what would be interesting? Slipping some poison into the dish that would make Eberdek go crazy and try to attack the queen, instead of trying to kill Urist outright.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **mythmonster2** on **June 12, 2009, 10:38:46 pm**

Men! Assemble! We stand to fight against tyranny, madness, and hell itself! WE WILL NOT DIE!

5 seconds later all rebels are dead or captured

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **June 12, 2009, 10:39:35 pm**

Quote from: Eagle on June 12, 2009, 04:59:05 pm
Know what would be interesting? Slipping some poison into the dish that would make Eberdek go crazy and try to attack the queen, instead of trying to kill Urist outright.

That would be an interesting possibility, but who among Armok's chosen would betray Queen Urist with such a cunning plan?

Grigrak hates Armok. No fun to talk to at all, always going on about torture and eating and souls.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 14, 2009, 03:34:36 am**

Sorry everybody, I still havent had time to play DF. Im coding computers...

Must resist....urge....to speak....in.....C++ code.....

```
int stress=0;
int pateince=100;
int ratWeed=420;
bool smokeBowl=false;

for(int i=0;i<420;i++)
{
    stress++;
}

if(stress>69)
{
    patience-=1;
    smokeBowl=true;
}

while(smokeBowl==true)
{
    stress=0;
    ratWeed--;
    smokeBowl=false;
}

if(ratWeed<=0)
{
    bool blowBrainsOut=true;
}
else
{
    bool copeWithLife=true;
}
```

C++ is awesome. Behold the code that brought forth Dwarf Fortress! Yeah!

C++ is hard as shit though. An elf could code xhtml and css. Javascript can be annoying. But C++ is pure orgasmic thought engineering surpassed only by primordial binary code.

00110110111010100101000100001010111011100101010100010111001010010111011101001010101010100100100101110101110111111101010101000010101010101011101110111010001011101101101101010111010110100001001

Oops....sorry...I slipped into binary code there for a moment. You know....it gets really annoying to have to talk to you non silicon based life forms sometimes...

;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **June 14, 2009, 01:21:38 pm**

LOL

Better add a ratWeed++ in there somewhere

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **June 14, 2009, 01:38:59 pm**

[Quote from: MrGimp on June 14, 2009, 03:34:36 am](#)
C++ is hard as shit though.

I know.... =(Iv been reading the tut on the C++ site and I'm getting my brain beaten up, its the damned pointers i cant understand them.

I took a look at python awhile ago but I figured I should stick with C++ before I learn something else, I don't want to be getting my code mixed up.

Iv also had an idea for learning C++, basically someone makes a simple program(open source so ppl can look at the code) like a simple turn based strategy game explain what all the code does, then make the game more advanced(same game, more code, option,units, buildings ext) then continue to explain the code. something like that, I dont know how well it would work but it was just a thought.

Title: Re: Blockedlance - Grave of a Thousand Dwarves
Post by: Org on June 14, 2009, 01:44:14 pm

Am I still alive?

Title: Re: Blockedlance - Grave of a Thousand Dwarves
Post by: MrGimp on June 14, 2009, 02:00:55 pm

[Quote from: Org on June 14, 2009, 01:44:14 pm](#)
Am I still alive?

Actually, your dwarf Bowbeard got beaten to death by the Queen herself.

Middle of page 39. Youre the only forum dwarf killed by Urist so far. It's quite an honor!

Title: Re: Blockedlance - Grave of a Thousand Dwarves
Post by: Org on June 14, 2009, 02:04:07 pm

[Quote from: MrGimp on June 14, 2009, 02:00:55 pm](#)
[Quote from: Org on June 14, 2009, 01:44:14 pm](#)
Am I still alive?

Actually, your dwarf Bowbeard got beaten to death by the Queen herself.

Middle of page 39. Youre the only forum dwarf killed by Urist so far. It's quite an honor!

Can I take another dwarf?

If so, id like another crossbowdorf.

Boltbeard

Title: Re: Blockedlance - Grave of a Thousand Dwarves
Post by: MrGimp on June 14, 2009, 02:15:05 pm

[Quote from: Org on June 14, 2009, 02:04:07 pm](#)
[Quote from: MrGimp on June 14, 2009, 02:00:55 pm](#)
[Quote from: Org on June 14, 2009, 01:44:14 pm](#)
Am I still alive?

Actually, your dwarf Bowbeard got beaten to death by the Queen herself.

Middle of page 39. Youre the only forum dwarf killed by Urist so far. It's quite an honor!

Can I take another dwarf?

If so, id like another crossbowdorf.

Boltbeard

Uhhhh.....all the marksdwarves are dead except for Lord Lego and maybe one or two more. Theyre all about to starve to death though. You can be a loyalist axedwarf under Lord Dullard though. They might survive a bit longer. Or you could wait (for a long time) for a migrant who worships Armok.

Available Armok/Ber Steelearthen Worshipers

Duchess
Dungeon Master
High Priestess
Duchess' four daughters (one of them is the property of Mogror Harbett)

Title: Re: Blockedlance - Grave of a Thousand Dwarves
Post by: Org on June 14, 2009, 02:17:18 pm

DM is mine.

Petbeard

Title: Re: Blockedlance - Grave of a Thousand Dwarves
Post by: MrGimp on June 14, 2009, 02:25:32 pm

[Quote from: Zulaf on June 14, 2009, 01:38:59 pm](#)
[Quote from: MrGimp on June 14, 2009, 03:34:36 am](#)
C++ is hard as shit though.

I know.... =(Iv been reading the tut on the C++ site and I'm getting my brain beaten up, its the damned pointers i cant understand them.

Pointers can be awkward at first, but in the long run they are sooooo much better than arrays. Everything can be stored in one dimension with pointers. Like if you had a two dimensional table of data, like an excel spreadsheet, array notation is a pain in the ass. Everything has to go to double for loops to initialize or access the array elements, and its confusing. Bah! Pointers make it simple with just one number. The more dimensions, the more necessary pointers become.

Array	Pointer
spreadsheet[10][10];	*(sPtr+100);
spreadsheet[10][10][10];	*(sPtr+1000);
spreadsheet[10][10][10][10];	*(sPtr+10000);

No matter how many dimensions, Pointers can be filled with one for loop, because theres only one dimension. Dynamically allocated pointers can be a problem though....you gotta remember to delete everything before the end of the program. Still less pain than arrays.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 14, 2009, 02:26:37 pm**

Quote from: Org on June 14, 2009, 02:17:18 pm

DM is mine.

Petbeard

Sure, I should be back in the DF world tomorrow. Tonight is my last night of programming slavery (for a few weeks at least).

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 15, 2009, 10:52:51 pm**

Grand Master Myth and his last living freemason acolyte met in the trashed and vandalized dining hall. The demons had been taken care of, but the feeling of defeat hung in the air.

"Why haven't the bridges been rebuilt?" yelled Myth.

"B-br-bridges?" stuttered the half nutters mason.

"Ugh!!! You're mind is as shattered as the mayors isnt it? Bloody hells, I should've had YOU haul the bodies...but I knew you couldnt take it, so I had you rebuild the bridge, and you cant even do that?!? By the Gods!!!"

"We must stay sealed!!!" cried the scared mad dwarf. Myth slapped him across the face.

"Get ahold of yourself you sunavabitch!" He sighed, then gave up. "We'll be safer when we have our military beside us! Just STAY HERE."

Myth marched off back to the old hospital, where the Eribite mayor lay. The guards were with him. Myth whistled as he entered the room to get everyones attention. "Men, I'm gonna need you to build a bridge!"

"A what?"

"A bridge. You know, wood over water? In fact, let us make stone bridges this time. Then they wont burn down!"

"Sorry sir, we cant build no bridges."

"What? Why not?" Myth asked, exasperated.

"We're champions sir!" they shouted in unison, incredulous at being asked to build such things.

"Holy mother of Erib....look...can you guys at least put your damn armor on? We could be attacked by demons at any moment! Why arent you sparring or something? Get ready!" Myth slammed the door. *My Gods*, he thought. *What a bunch of bastards!* He looked to his left and saw the last freemason carrying a bucket of water. "What are you doing?"

"The mayor sir. Our wounded leader needs water."

"Damnit! I told you to stay in the dining hall. From now on Im in charge, and the mayor isnt to be given any water...got it?" Myth was enraged at this point. The mason nodded and dropped the bucket, then skulked off.

"I gotta do everything around here dont I?" Myth stormed off to grab some dolomite for the bridges.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **June 15, 2009, 10:55:28 pm**

Hahahahaha!!
He is letting his nerves get the best of him!!

BTW, how is the tomb coming along?
Are our coffins fine and dandeh?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 04:03:21 am**

Quote from: Tradanbattlan on June 15, 2009, 10:55:28 pm

Hahahahaha!!
He is letting his nerves get the best of him!!

BTW, how is the tomb coming along?
Are our coffins fine and dandeh?

There are more tombs than residences. There are many levels for the dead. You have to be specific when it comes to Blockedlance. Which tombs are you referring to?

Do you mean the catacombs? Theyre getting bigger every season. I just built a new wing. The stone isnt even cleared off the floor and its almost full. Ive added a little bit to the nobles' tombs, too. Or were you talking about the Dwarven Valhalla? That projects on hold and has been for a while. I have done a bit of work on the floor above it, though. The Valhalla will be huge. Three floors at least. With a river damnit. And tower caps.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 04:16:09 am**

Reg Rightholok Eribite Heir has died from thirst.

Myth was brought the great news the next morning. After the mayor's meager rations of mushrooms and water were cut off, his body gave in to his crippling wounds. The last few remaining guards that had been trained and paid by the House of Erib were shocked and horrified at the sudden loss of their patron. The future seemed absolutely bleak.

"What ever shall we do, sir?" asked a guard, with tears nearly forming in his eyes.

"Pfff...I dont know about you but I gotta go take a shit," said Myth as he took off down the hall whistling merrily. He had every reason to be happy. His last rival for power was dead, now he controlled the fortress. With the queen locked in the temple, and the military soon to be back indoors, Myth felt relaxed and confident as he squatted in the morning sun.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **June 16, 2009, 04:33:33 am**

Until constipation struck.

Hey, was that the last Erebite or did I miscalculate (blech, I'm tired)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 05:20:12 am**

Yep, he was the last.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **June 16, 2009, 12:24:20 pm**

Quote from: MrGimp on June 16, 2009, 04:03:21 am

Quote from: Tradanbattlan on June 15, 2009, 10:55:28 pm

Hahahahaha!!
He is letting his nerves get the best of him!!

BTW, how is the tomb coming along?
Are our coffins fine and dandeh?

I mean Christes and My coffins.
I wanna know if they are safe! :3

There are more tombs than residences. There are many levels for the dead. You have to be specific when it comes to Blockedlance. Which tombs are you referring to?

Do you mean the catacombs? Theyre getting bigger every season. I just built a new wing. The stone isnt even cleared off the floor and its almost full. Ive added a little bit to the nobles' tombs, too. Or were you talking about the Dwarven Valhalla? That projects on hold and has been for a while. I have done a bit of work on the floor above it, though. The Valhalla will be huge. Three floors at least. With a river damnit. And tower caps.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 01:46:26 pm**

Yeah your tombs are in the Valhalla cave. Your bodies are lying peacefully next to each other....a lot more peaceful than your tortured souls.

But its all unfinished. I havent put any statues in there or things like that up. And the Valhalla cave is only 1/3rd or 1/4th carved out.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 02:00:00 pm**

Myth grabbed some leaves from a nearby shrub and finished up. Then he pulled his pants up and started walking back into the fortress. He stopped by the moat to wash the 'mud' (wink wink) off of his hands. He then went inside.

As he rounded the main corridor he was shocked to find a sword in his face. His men were stripped naked, blindfolded, and chained and shackled together in a line. MadMonkey24 was holding the sword to his throat, Myth could see the demon engraved into it. He admired the fine detail.

"The jigs up, loser," quipped MadMonkey24. Myth couldnt believe it. He looked towards his chained hapless men.

"You idiots! I was only gone for fifteen minutes!!!" shouted Myth.

One of the axelords came out of the old hospital, and informed Lord Dullard that the mayor was dead. Lord Dullard was visibly shaken by the news.

"Oh wow....the queen is NOT going to like this. She really wanted to torture that guy," Lord Dullard thought for a moment, then stared at Myth. "Okay men, take these prisoners down to the temple. Let me help you with that one, Monk'."

"Sure," said MadMonkey, never taking his eyes off his captive. "Ohhh man I wouldn't want to be you right now! Hahaha!"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **June 16, 2009, 02:02:26 pm**

Glorious!
I bet if Myth had been taking a dump in the fortress this wouldnt have happened!
(but that wouldnt be so sanitary)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **mythmonster2** on **June 16, 2009, 03:20:05 pm**

I'm surrounded by idiots, it seems.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 16, 2009, 07:18:31 pm**

Well, you might be a Napoleon, but you never had the army. BTW, framerate question: how much gobbo stuff is lying around the map? I found my framerate on one map instantly improved one i started smelting the gobbo stuff. By the way, how's the diplomat? You'll want one of the two, diplomat or liasion, alive to get back into trade with the humans-you *can* go back to peace without a diplomat. But my liasion was still alive at the time, so that might have been because he was still around.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 07:24:50 pm**

The prisoners were brought forward into the temple altar. They were broken shattered dwarves at this point. The events of the last few weeks - nay, the last few years - had been horrible. In fact, ever since they had journeyed to this cursed montain on the edge of a swamp (now a desert) life had become meaningless. It was just one fucked up moment after another. And now, at last, it would come to an end here, on the altar to Urist's God.

Myth was blindfolded, along with his men, but he recognized Urist's voice when she spoke.

"You think you are all about to die a quick death, yes?" asked the Queen as she paced back and forth, looking the prisoners up and down. "Well what makes you think Im gonna be so nice, hmmm?"

Myth felt dizzy.

"Let it not be said that I am without mercy, for I ***will*** grant you death. We are preparing a room full of single wooden spikes. As soon as it's ready you lot are going in there. Your death will ***not*** be quick. For now, you will be locked up in the old hospital." She stopped in front of Myth. "Lock this one in the tower, his fate alone shall be different." Immediately two guards came and dragged Myth away. More guards stepped forward to drag off the rest of the rebels.

"Great Priest," summoned Urist. High Priest Kulaka stepped forward from the shadowy depths of the altar. "Have the peasant quarters drained."

"Yes, your majesty," said the High Priest as he bowed. The main lever control room for the fortress' water system was located inside the temple, under the direction of the Dungeon Master Petbeard. Kulaka made the Queens will known, and soon, the appropriate lever was pulled.

To the north of the fortress, Jazz stood on a rocky crag at the base of the mountain. He was foraging for food; berries, rats, cockroaches...anything. Suddenly a torrent of water burst forth from the rock itself, flowing into a small natural trench. Jazz was awed by the power of this place.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Creamcorn** on **June 16, 2009, 07:26:25 pm**

What about my dwarf?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **June 16, 2009, 07:32:09 pm**

Aw poo

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 16, 2009, 07:34:02 pm**

Holy crap-what made the dwarven geyser!? Was that intentional or pure coincidence? Don't remember you building something like that...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 07:44:11 pm**

Quote from: Byakugan01 on June 16, 2009, 07:18:31 pm

Well, you might be a Napoleon, but you never had the army. BTW, framerate question: how much gobbo stuff is lying around the map? I found my framerate on one map instantly improved one i started smelting the gobbo stuff. By the way, how's the diplomat? You'll want one of the two, diplomat or liasion, alive to get back into trade with the humans-you *can* go back to peace without a diplomat. But my liasion was still alive at the time, so that might have been because he was still around.

Yeah framerate has taken another dump since the added power generation, the added length of the nobles cave river, and the gazillion goblin thongs out on the field of battle. Thats why Im emptying the peasant quarters. It will add some FPS (hopefully). If only I had magma I could just burn up all that goblin crap, then melt the metal in my forges. I try to atom smash some of it...but thats tedious.

As for the flood, that drainage duct was carved out along with the original flooding mechanism. Its all part of one big system. Also of note, this system is being tapped unbeknownst to Urist. Eagle uses it for drinking water.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 07:50:09 pm**

Urist finished with her duties in the temple, then headed back to her dining room. Eberdek was just finishing up.

"Ah still alive, I see!"

"Yes, your majesty," smiled Eberdek awkwardly. He scurried off as soon as she entered the room. She had made it known several times before that she didnt like his peasant stink.

Urist sat down to eat. Something was missing. She looked off to the corner.

"Kurk, have you been practicing you rose quartz harp?"

"Yes, your majesty," mumbled Kurk Quorcane, grunge harpist.

"Good....play me something while I eat."

Kurk rolled his eyes as the queen stuffed her face with delicacies. He had not eaten much more than a couple dried mushrooms in the past few days. He wearily played his harp for the sick twisted bitch.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **June 16, 2009, 08:00:38 pm**

That sorta reminds me off that scene in LoTR 3 where Pippin sang for the steward.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 16, 2009, 08:20:16 pm**

Just my experience, but the cleansing won't help much beyond ten FPS at MOST. You have any dragons left in the world (should have caught the first one)? If you do, catch the next one and tame it. Dump all the goblin stuff in a 1 square tile in a small pit, put the dragon down there. Pit some prisoners. Only one of the items has to catch fire for the rest too, and once they're gone you should see an improvement. Also...this may sound heretical, but turning off temp did wonders for my laptop-i turn it on whenever something heat based is going on (dragons, glaciers, etc), and lava still destroys anything dumped into it that is not magma safe even without temp on-that seems to be hardcoded. Give that a try and see if it improves enough to speed up the atom smashing. I went from only being able to maintain a 50-dwarf fort to being able to support somewhere around 80 with a high FPS that way.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 11:12:45 pm**

Yeah FPS sucks tentacle demon. But its done that this entire game. I just chug through it at 6 FPS anyways. Im on the computer all day for work anyways, so its always on for at least a little bit in the background. Usually.

Yeah I turn off the temperature when I dont need it too, and the weather and cave-ins. I also embarked on a tiny ass 3x3. And I had to make a choice between magma and an underground river, cuz I cant have both. At the end of the day I really just need to invest some money to upgrade this clunker. Its about eight years old now. Probably more.

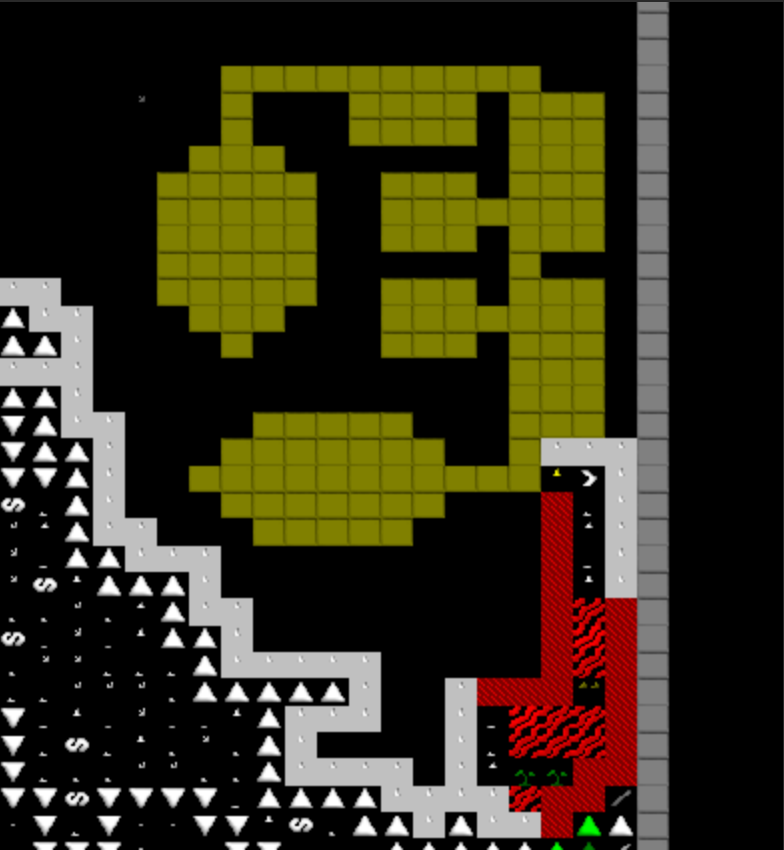
Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 16, 2009, 11:36:41 pm**

Spring of 233

FPS: 101olis Rifotkūbuk. "Blockedlance"										1st Granite. 233. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:										6695688*		Population:		80					
Weapons:		553351*				Miners				7		Champions				29			
Armor and Garb:		624319*				Woodworkers				2		Axe Dwarves				None			
Furniture:		474603*				Stoneworkers				1		Axe Lords				None			
Other Objects:		3052557*				Rangers				None		Swordedwarves				None			
Architecture:		1080344*				Metal Smiths				2		Swordmasters				None			
Displayed:		593729*				Jewelers				2		Macedwarves				None			
Held/Worn:		316785*				Craftsdwarves				6		Mace Lords				None			
Imported Wealth:		2712569*				Nobles/Admins				9		Hammerdwarves				None			
Exported Wealth:		188720*				Peasants				None		Hammer Lords				None			
						Children				2		Speardwarves				None			
Food Stores:		17089				Fishery Workers				None		Spearmasters				None			
Meat		15		Seeds 672		Farmers				15		Markedwarves				2			
Fish		2		Drink 6990		Engineers				2		Elite Mrksdwrve				None			
Plant		255		Other 9155		Trained Animals				None		Wrestlers				None			
						Other Animals				7		Elite Wrestlers				1			
												Recruits				None			

We havent had this few dwarves in over twenty years. Its pretty cool! ;D

Outside the walls, despair sets in. In a hopeless gamble to survive, two non-military dwarves that had been caught outside at the time of the demon attack started to dig into the mountainside.



They had no seeds, no skills in mining or plant gathering or farming. All they had was the hunger in their bellies.

Eagle could faintly hear the noises of their picks, and feel the vibrations in the stone. He went outside and snuck around, peering down the mountainside to see what was going on. It was then that he saw the flooded plain below.

"Holy Mother of Osram!" he shouted.

He had worked on the drainage tunnels as well as the flooding tunnels, thats how he had known how to tap the pipes. However, seeing them in action was awe-inspiring....and fear-inducing. This level of engineering had not been seen since the time of the ancients! Eagle

looked over and saw the new rows of windmills. This place was following in the foot steps of the great Olonkulet, the city that was sealed away well over a thousand years ago, at the beginning of the great dark age.

Would Blockedlance - the great new mountainhome Rifotkubuk - lead the dwarves back to the high path walked by Olonkulet in its golden age? Or would it lead the world back into a thousand years of demonic darkness, as the great brass city of gears had done?

Eagle had no answers. He knew only that he wished to stay safe and sound in his abode. He would escape the destruction of the world in his hermit cave.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **June 17, 2009, 01:02:28 am**

Go Eagle! Hey, has Jazz died yet?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **June 17, 2009, 12:18:11 pm**

How my relations with the high priestess? has it gotten to Bow chika bow wow(or should I say meow chika meow meow?) stage yet?

Also thanks for the help with the pointers, Although I havent really felt like learning the language as of late. Sometimes when i read the tut it just seems to drag on and on about something without getting to the point.

That was not a pun, it just sounded like one.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **June 17, 2009, 05:38:02 pm**

How's my Dwarf doing, BTW?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 19, 2009, 10:48:49 am**

Quote from: Jackrabbit on June 17, 2009, 01:02:28 am

Go Eagle! Hey, has Jazz died yet?

Nah, but hes starving. All the military dwarves are. Which is actually going to be a part of the story pretty soon.

Quote from: Zulaf on June 17, 2009, 12:18:11 pm

How my relations with the high priestess? has it gotten to Bow chika bow wow(or should I say meow chika meow meow?) stage yet?

You guys were passing-acquaintances finally, now for some reason you still list her as that, but she doesnt have you in her list at all. She eats next to you everyday, she sleeps next to you every night, and yet, she doesnt seem to know who the hell you are.

Quote from: Argonnek on June 17, 2009, 05:38:02 pm

How's my Dwarf doing, BTW?

Still alive, in with the Armok worshippers. Now they all have access to the entire fortress, except for outside the moat.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 19, 2009, 11:00:22 am**

...out of curiosity...you do realize you might face a human siege, right? How do you plan to handle that if it happens? Still, might not happen. Just make sure to let the diplomat out before he goes insane. (Did he manage to get out?)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 19, 2009, 02:16:40 pm**

Prince Byakugan of Behal Ladgi sat in the throne room of his families castle. He presided over these clans of highlanders, and lead them in resistance against the growing goblin hordes. Today was a different matter, however. Today they were dealing with dwarves.

The Grand Vizier spoke. "My liege, it has been several seasons now. I do not think our representatives are coming back!"

"What's the latest from our scouts?"

"Nothing new to report, sire. No new scouts have reported in from the south since that column of spoke was seen coming from the dwarf settlement."

"How vexing..." mumbled the Prince. "You don't think the demons have returned to haunt those dwarves again do you?"

"Hmph, humbly your majesty, I would say that there never were any demons. Not now, not thirty years ago, not ever! Those dwarves killed our diplomats and traders. They're mad!"

"But the fires...the demon sightings?" asked the Prince.

"Dwarves have a marked propensity for blowing things up, your majesty. There is no need to invoke demons. How many times have our scouts reported Blockedlance bursting into flames? It must be over a dozen at last count. It couldn't have been demons every time. Nay! Verily I contest the claims of witnesses of demonic apparitions, and charge them with likely superstition and excessive fear!"

"Hmmm," thought Prince Byakugan. "You make a compelling case...but this would be an act of war by the dwarves. Perhaps our men died in the fire? Or were killed by bandits on the way? In any event, I am not ready to attack the dwarves, their exports and offerings to us are valued at over a hundred thousand in silver coins!"

"Your majesty," the Grand Vizier said as he slithered in close. "This may be the perfect opportunity to attack the dwarves and seize the adamnatine mines for ourselves!"

There was silence for a moment.

"I dont know if Im prepared for that..." spoke the Prince at last.

"Your majesty, they killed our diplomats!"

"We dont know that!" shouted Prince Byakugan. "Look, have the Baron send a team of riders to the south. When they report back to me with their findings, THEN I will make a decision."

"Yes your majesty..." muttered the Grand Vizier in disappointment.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Creamcorn** on **June 19, 2009, 05:45:56 pm**

When was the last mention of Quarcane or whatever the hell I called him?

Because I forgot. :(

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Org** on **June 19, 2009, 06:00:14 pm**

How is Petbeard?

has he gotten all the kittens out of his beard yet?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **June 19, 2009, 07:35:30 pm**

Grand Viziers are evil. Narrative causality. This prince needs to read more Discworld.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 19, 2009, 07:59:32 pm**

Quote from: Jackrabbit on June 19, 2009, 07:35:30 pm
Grand Viziers are evil. Narrative causality. This prince needs to read more Discworld.

Truth be told, I don't know where to even START. So all my Pratchet lore comes from the tvtropes pages about the series. And that's in RL.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **June 19, 2009, 08:24:18 pm**

Quote from: Byakugan01 on June 19, 2009, 07:59:32 pm
Quote from: Jackrabbit on June 19, 2009, 07:35:30 pm
Grand Viziers are evil. Narrative causality. This prince needs to read more Discworld.

Truth be told, I don't know where to even START. So all my Pratchet lore comes from the tvtropes pages about the series. And that's in RL.

I started at the beginning but you don't need too, really. You just need to start at the start of an arc. I recommend 'Guards, Guards!' because it introduces the most loved characters in the series, the night watch. Also, it's really really funny. It's really impressive how he can write fantasy all the time and still change genres. The night watch books are mostly crime mysteries.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **June 19, 2009, 11:01:51 pm**

Im slowly but surely collecting the Discworld novels, and ive read most of them. Prachett is awesome. :D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 20, 2009, 12:01:24 am**

Quote from: Creamcorn on June 19, 2009, 05:45:56 pm
When was the last mention of Quarcane or whatever the hell I called him?

Because I forgot. :(

You've been into the rat weed again havent you? You just got mentioned! lol

You are Urists entertainment while she eats. You play her your grunge music on a rose quartz harp.

Quote from: Org on June 19, 2009, 06:00:14 pm
How is Petbeard?

has he gotten all the kittens out of his beard yet?

Petbeard just got mentioned, too! You took over the Hammerer's execution functions. You run the lever control room that controls all the traps and flooding gizmos. At least until we get another Armok worshipping Hammerer. That might be a while though.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 20, 2009, 12:03:59 am**

Quote from: Jackrabbit on June 19, 2009, 07:35:30 pm
Grand Viziers are evil. Narrative causality.

Totally. I mean, only evil people would even WANT to be the Grand Vizier, you know? And it's a useful plot device. He brought that caricature of himself upon himself.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 20, 2009, 12:18:03 am**

TRAGEDY!!! (for Mogror)

Urist had wonderful news, and one of the first people she wanted to tell it to was of course Mogror Harbett, her kindred spirit in affairs of demon worship and Machiavellian power addiction. Strangely, he was nowhere to be found. For days, a search went throughout the temple and fortress underground. His last known position was eventually tracked down, his job had been to build a floodgate. Well lo and behold, he was found still there, trapped in the narrow flood tunnels. He was starving and dehydrated. When the floodgate was torn down Mogror shoved everyone out of the way and made a bee line for the beer.

Even booze could not calm his trauma, however...



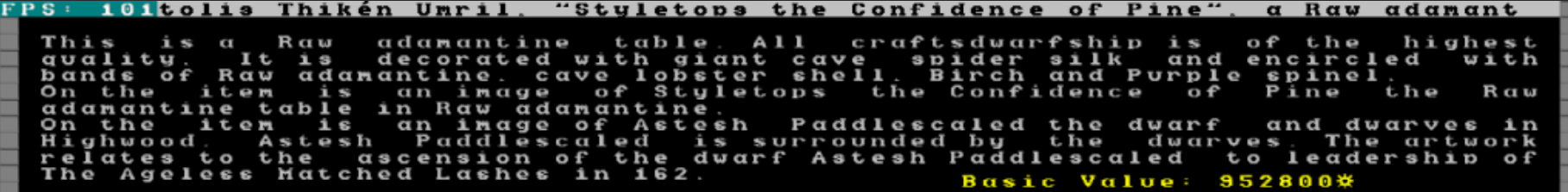
As the rebel champions began dropping liking flies, this should have been a happy moment. But Mogror cursed and spat at everyone for leaving him in there for nearly a season. Urist tried to look the other way when he tantrumed repeatedly...but she was afraid she would

soon be compelled to beat him down in the name of dwarven justice.

When he finally calmed down, she told him of the momentous event that had just occured. Some random dwarf had gone crazy...



Out of his industriousness and labor, the most valuable object in all of Sil Gomath lay before the Queen's eyes. It was an adamantine table worth nearly one million copper coins! It had an image of itself on it (of course) and it also had an image of the old dwarven king, being coronated back in 162, before the fall of Letterclose, back during the golden age of the Ageless Matched Lashes.



She immediately dubbed the crafts dwarf 'Nightwing', an honorary dwarven title of awesomeness. The table was of course placed in Urist's dining room. The old platinum table was thrown to the peasants like the discarded worthless fecal matter that it had become.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 20, 2009, 12:27:25 am**

Urist ordered a month of feasts (for herself) to commence to commemorate the crafting of the great table. Unfortunately for Eberdek, the Queen was on a sugar kick, and he was becoming sicker and sicker the more he had to eat her blasted sugar roasts!



Eberdek was about to snap. He couldnt bring himself to even LOOK at one more coagulated caramalized crystalized chunk of alcoholic sugar. He became sick and started having horrible dreams, dreams of freedom from being Urists slave, freedom from her poisonous food.....

What was he thinking? He was loyal to his Queen. She provided him with a greater quality of life than she provided most of the dwarves here. He was crazy to think such hateful thoughts. Still....something inside him seethed with rage...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **ousire** on **June 20, 2009, 12:50:45 am**

pure alcoholic sugar? **dwarfy!**

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Creamcorn** on **June 20, 2009, 09:37:30 am**

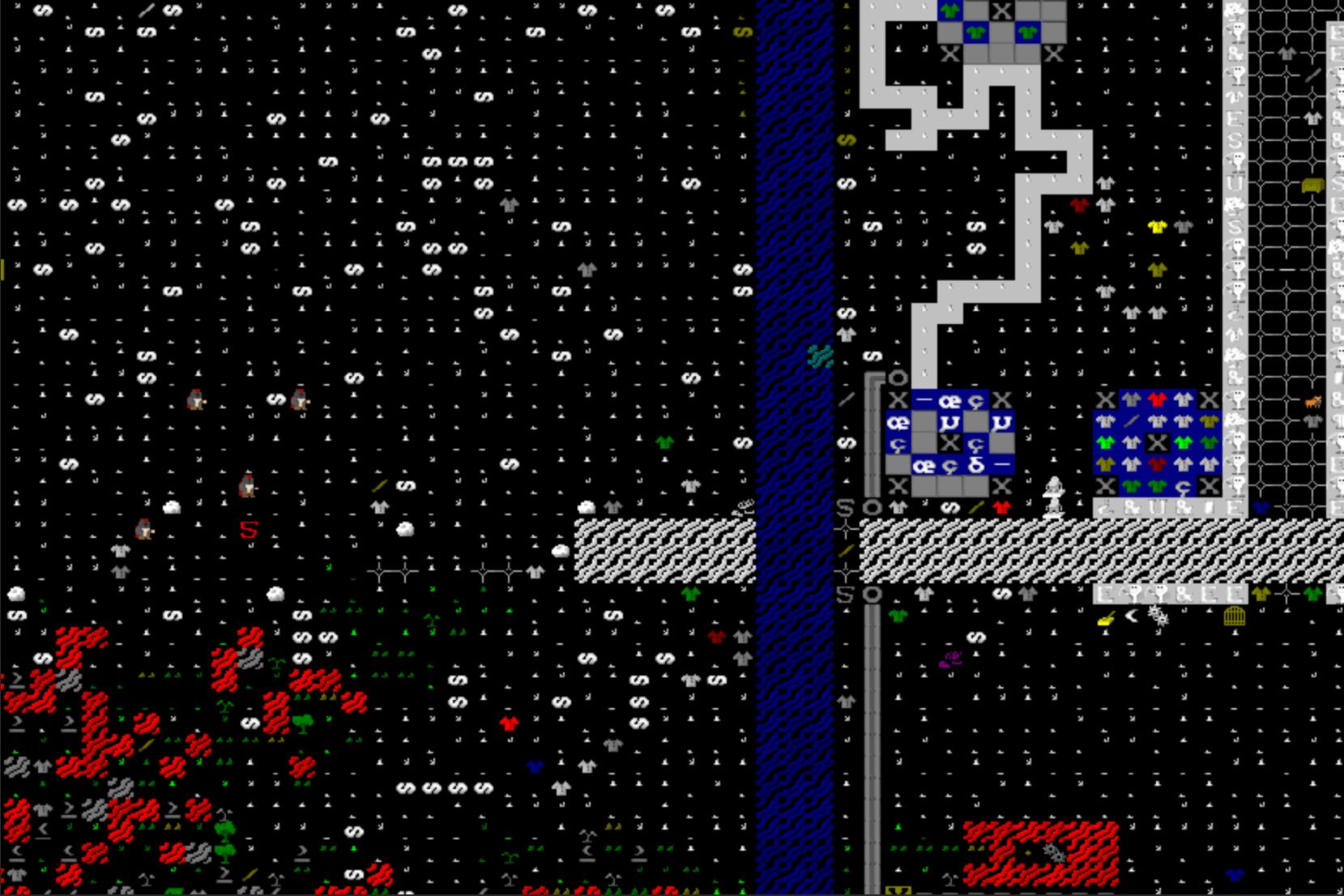
Oh lawd, someone should kill the cook with one of his suger roasts.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **June 20, 2009, 10:15:48 am**

Only a dwarf can mince wine

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 20, 2009, 03:17:22 pm**

Lord Akigagak lead his men to the walls of the fortress. They were starving and dehydrated. They pleaded with the loyalist watchmen to let them in.



Between the four dwarves there are over 300 kills. They are heroes. And yet they are traitors.

Okay everyone, vote now, what do we do with Akigagak? Let him starve? Let him live?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **June 20, 2009, 04:23:13 pm**

You should make a gladiator city below the fighting pit, and they are subject to the whims of the queen..... more so then the loyalists I mean. They do not have any contact with the loyalists, And with a pull of the switch half of em could be imapiled by spikes which are on every other square. They of course have to dig the whole thing them selves if they want to live in BlockedLance. The only weapons are the ones in the gladiator pit.

Oh ya the vote.... let them in...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Labs** on **June 20, 2009, 04:39:05 pm**

Zulaf, I love that idea.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 20, 2009, 04:41:29 pm**

I think it would be interesting to have them join/occupy Eagle in his cave, from all appearances dead to the queen...but in fact alive, and waiting. Maybe one of them could go to get "help", and rejoin the fight another day? Maybe even use the caves and some labor (if they can) to tunnel down UNDERNEATH the temple and burst through the floor for one final blaze of glory ("Reap the seeds of your betrayal of the dwarven race!")? They'll still die, of course, but those actions should make the queen even MORE paranoid.

Edit: And I'm still curious to know what happened to the diplomat

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **June 20, 2009, 06:33:45 pm**

Nooooooooo!!! Eagle must stay alone! He must survive!

Actually that'd be pretty cool. But Urist still does have Armok on her side, and Eagle doesnt really have anything/anyone to back him up.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Iituem** on **June 20, 2009, 06:38:57 pm**

I'm sorry, I completely have to side with the 'dark, forbidden grotto of gladiators'. Completely isolated from the main fortress with their own flooded farm room, all non-loyalists are cast into the pit and forced to survive down there on pain of death if they show up on the surface.

Periodically, they should be allowed to come into the arena to try and fight for their freedom.

Any survivors can then be impaled as they try and walk through a 'victory hallway' out of there. ͡_͡_

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **June 20, 2009, 06:46:00 pm**

I guess as long as Eagle stays isolated, i vote for the gladiator pit.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 20, 2009, 07:07:09 pm**

Well, looks like I won't be getting an eribite/dwarven turncoat advisor to replace (with an axe, most likely) the scheming vizier, then. Or maybe I still might...either way though, it will be interesting.

Edit: If you could make them local leaders of the human civ somehow, they might return to fight with an army at their backs! Just something I thought of, maybe it's possible with dwarf companion.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 21, 2009, 02:41:39 pm**

Hmmm...seems like all the votes have been "let them live....in a death pit".

Typical dwarven response. ;D

Yeah I guess I could rearrange the arena to include a death pit. Why not?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 21, 2009, 02:43:29 pm**

Quote from: Byakugan01 on June 20, 2009, 07:07:09 pm
Well, looks like I won't be getting an eribite/dwarven turncoat advisor to replace (with an axe, most likely) the scheming vizier, then. Or maybe I still might...either way though, it will be interesting.

Edit: If you could make them local leaders of the human civ somehow, they might return to fight with an army at their backs! Just something I thought of, maybe it's possible with dwarf companion.

Yeah I dont know....can you rename other civs leaders with companion? Not that I have even gotten that working. Havent even had time to try in forever.

EDIT - Oh and as for your earlier question, the Human diplomat is still alive, but still trapped. He was free to leave before the demons arrived however, as was the caravan. There was no real reason for them to be in the part of the fortress they were in. It was a glitch and then they got stuck there for several seasons. Thats when I unleashed the demons on em.

But they were all buggered up from not being able to reach the Depot I think. So even if I build the bridges...he wont ever leave. Hes stuck with the dwarves till the end of the ride it appears.

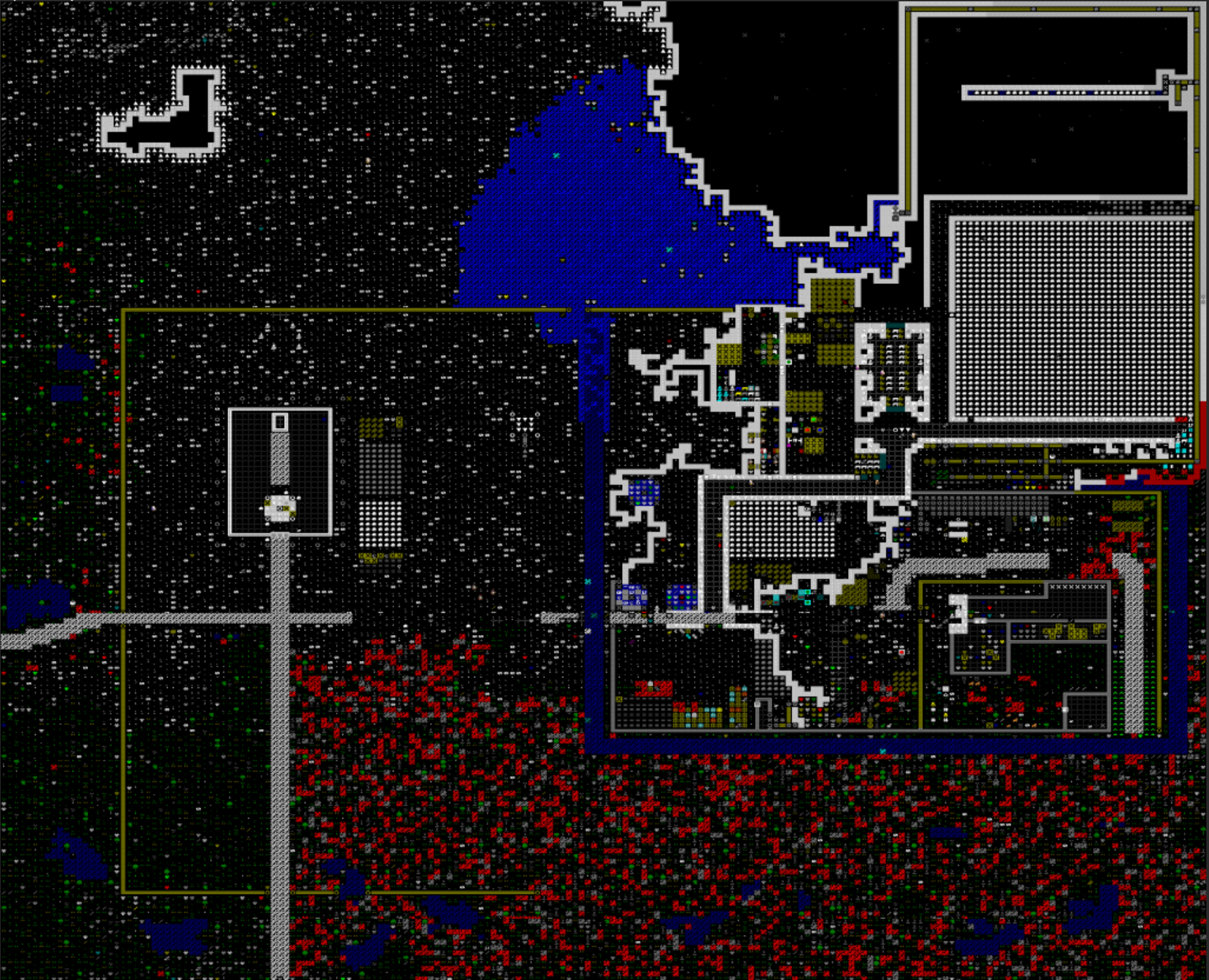
Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **CaptainBlood** on **June 21, 2009, 07:50:13 pm**

My vote is also to let them in, but without the Queen's knowledge (cuz surely she would rather let them starve), then sentence all of the traitors to the death pit. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 22, 2009, 03:02:51 pm**

Heres some screenshots of the fort right now. This is my longest fort, and it has definitely been through the most shit. Here we have Blockedlance, still burnt and charred from the demons, but also flooding now (again).

[Spoiler](#) (click to show/hide)



Notice the road vandalism. Plus the demons destroyed some of it too.

One level into the depths of this horrible place, and we have the peasant quarters, still sopping wet and moldy. Giant mushrooms with towering caps are sprouting up everywhere. You can also see the expansion of the temple's lower quarters to house more Armok

worshippers, and also the future path of our to-be-expanded moat.

[Spoiler](#) (click to show/hide)



One floor further down and we have the one brief bright spot on this mine to hell, though it still stinks like death and has bloodstains on the walls. It's the noble quarters and it includes the Priestly dwellings, the palace and the mostly finished Noble Cave River Garden. I still have to flood it to get it to have tower caps. Then the river needs to continue on somewhere else.

[Spoiler](#) (click to show/hide)



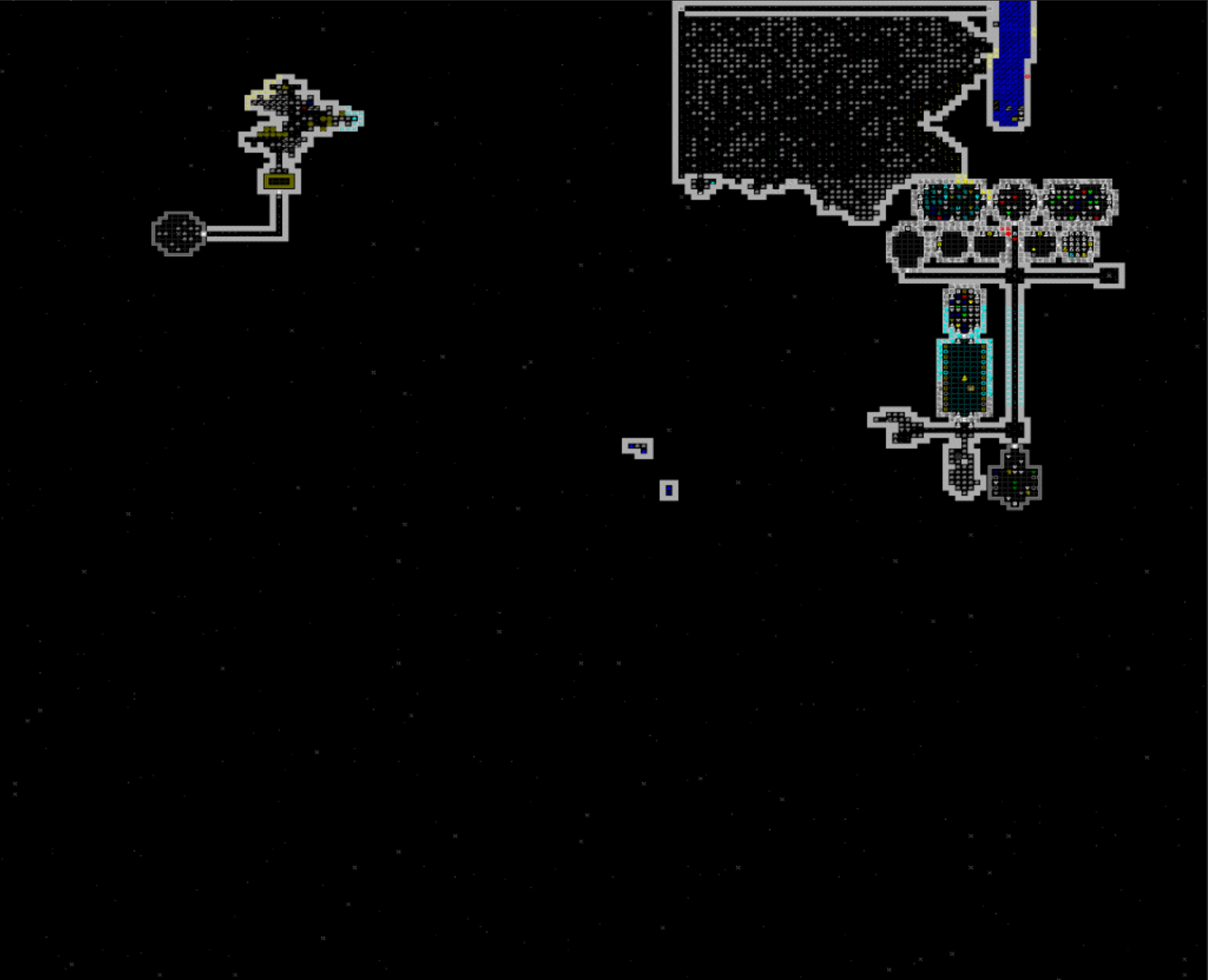
As we journey deeper we find ourselves in the dark and silent catacombs. Hundreds of dwarven bodies, dumped in coffins then crammed together in the most efficient burial arrangement possible. Also of note is Urist's private river garden, plus stockpile of booze, food, and an area for Armok worshipping masons, mechanics, and stonecrafters to practice their trade.

Spoiler (click to show/hide)



Then there is another level for the dead. These are the noble dead. The Duke is buried here, with tombs for each of his five children and wife. The Dungeon Masters new tomb is here, plus the Eribite tombs. Also, the Queen has plans to build a tower cap farm here on this level. Then there is the pit that Grigrak died in once, we still have our bronze atomsmasher there.

[Spoiler](#) (click to show/hide)



Deeper and deeper we go. Four more levels or so and we reach another burial level for our dead. This is the barely begun Dwarven Valhalla Cave. Theres another level above it being carved out to roughly match it. There will probably soon be another level above that, then all the levels will be channeled, leaving a big massive hole in the rock with tombs all over and a river running through it. Thats the plan anyways.

[Spoiler](#) (click to show/hide)



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **June 22, 2009, 03:16:03 pm**

Amazing. Just the sheer amount of destruction, alongside all the awesome architecture is amazing.

On a side note, where does Eagle tap the cave river? Or is that not on one of the levels shown? Also, could i get a screenshot of his cave, as well as see the current state of the outside army? Thanks in advance.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **June 22, 2009, 04:23:50 pm**

Quote from: MrGimp on June 22, 2009, 03:02:51 pm
Then there is the pit that Grigrak died in once, we still have our bronze atomsmasher there.

I think you should keep close track of where and how Grigrak has died and what his incarnation was at the time, and then make a special map noting each location. That way, we (I?) can see the many ways he has suffered at the hands of Queen Urist.

I don't think I've seen a player so willing to subject his own fort to so much destruction. I think you need a special commendation for that.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 22, 2009, 05:00:58 pm**

Quote from: Jim Groovester on June 22, 2009, 04:23:50 pm
Quote from: MrGimp on June 22, 2009, 03:02:51 pm
Then there is the pit that Grigrak died in once, we still have our bronze atomsmasher there.

I think you should keep close track of where and how Grigrak has died and what his incarnation was at the time, and then make a special map noting each location. That way, we (I?) can see the many ways he has suffered at the hands of Queen Urist.

I don't think I've seen a player so willing to subject his own fort to so much destruction. I think you need a special commendation for that.

I second the motion.

As an aside, if he finished meeting the top noble then the diplomat should just leave-he's not actually part of the caravan. I know this because once, one entered the map while a caravan didn't-and promptly triggered a gobbo ambush. So you still have a shot ;).

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 24, 2009, 11:28:10 am**

Quote from: Eagle on June 22, 2009, 03:16:03 pm
Amazing. Just the sheer amount of destruction, alongside all the awesome architecture is amazing.

On a side note, where does Eagle tap the cave river? Or is that not on one of the levels shown? Also, could i get a screenshot of his cave, as well as see the current state of the outside army? Thanks in advance.

Eagle taps the water line running on the surface level just above the huge stone stockpile. His cave hasnt changed much since the last update. Ill post some more screenshots when hes done with the tower cap garden.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 24, 2009, 11:34:08 am**

Thanks everyone for reading and thanks for the commendations!

Also Byakugan, the Diplomat was glitched before the demons even came. He and the caravan got glitched becuase the trade depot and the important dwarves were inaccessible. Even unlocking doors and opening the path couldnt solve it once it had happened.

Its not really a big deal either way though. If the Humans end up sieging, cool. If not, cool. The only real downside was the guild representative dying. Now I can never fill the Duchess' demands for fine pewter. Ive even melted all the other fine pewter junk, then ran out again.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **June 24, 2009, 11:37:01 am**

If she has someone beat
Beat her.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **June 25, 2009, 10:05:18 am**

just proves that even the greatest genocidal megalomaniacs can forget what side of the wall they're building.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 25, 2009, 02:10:52 pm**

If the diplomat goes insane, have him go and be possessed! And end up transformed into a newer, tougher demon-The Avatar of ~~Khaine~~ Armok-who then goes down into the gladiator pit and..."deals" with the insolent rebels. All attacks should do 1 gore damage (whip simulation), speed 1, and 0.5 burn damage. The death of salted wounds.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **ousire** on **June 25, 2009, 08:11:22 pm**

Quote from: Byakugan01 on June 25, 2009, 02:10:52 pm
1 gore damage, speed 1, and 0.5 burn damage.

aw man that sounds like **hell**.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 26, 2009, 01:20:54 am**

Haha, yeah Im making a room of wooden spikes that do tiny scrape damage against champions....but I had to put metal ones in there too. Seems all the elf weapons burn up in the frequent fires. I really didnt have that many of em. I was also wondering why it was taking so long to get the mechanisms installed. Now that I know Mogror was trapped I understand. lol

Im going kayaking this weekend. When I come back Ill at least post a story update.

In the meantime....let me tell you about the wonders of Internet (<http://www.youtube.com/watch?v=LwQYyUoOA7w>)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Labs** on **June 26, 2009, 10:24:02 am**

Bah that internet thing will never work. Ever.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **June 26, 2009, 11:04:50 am**

I'm all for the horrible sub-dwarven rebels living in a grubby hole.
Now let's see them survive the "Citizenship Test"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **June 28, 2009, 04:20:28 pm**

May I suggest Orwell's *1984* as inspirational reading material? It would be interesting to see how that gets applied to the once-proud champions.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 29, 2009, 02:02:55 am**

Prince Byakugan of Behal Ladgi (the Kingdoms of Wiping) had ordered the local baron, Baron Ruprecht von Hussendussel, to dispatch a group of riders to the south to scout Blockedlance and it's surroundings. The Baron himself personally led the mission.

They rode over the mountains, tiring out many steeds and local peasant girls. As they stood over the ridge that looked down upon the dessert and swamps below they saw the burnt landscape filling the edge of the horizon.

"Blockedlance," said the Baron, pointing out the obvious.

Some peasants were spotted marching up the mountain, towards the Baron and his men. They were dwarves. The Baron stopped them and questioned them, asking who they were.

"We are simple dwarves, we made our way here from distant lands. We were coming to settle in Blockedlance...but as we approached the fortress, we saw that it was engulfed in flames. We have run out of supplies and ditched our empty wagon. We now make way for the Ignited Wall, to settle there, instead. Hopefully that fortress has not spontaneously combusted, as well."

"Do you know what troubles befell Blockedlance?" asked the Baron.

"We know not. When the local swamp dwarves that lived outside Blockedlance told us of the demons of fire they had seen, we decided not to tempt fate by investigating. Most of the dwarves in this area are evacuating to the north."

"An exodus of dwarves?"

"Aye. This is no place for me and my family. We were suckers for the adamantine there...please can you help us?" begged the peasant.

"Lieutenant! Give these dwarves some of our barrels of water and a few bags of food," ordered the Baron. The Lieutenant nodded and set about fulfilling his orders. "That should be enough to get you to the mountains of the northern dwarves."

"Thank you human! We are forever in your debt!"

After doling out some supplies, the humans began the descent down the mountainside, towards Blockedlance, carrying a sense of forboding.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 29, 2009, 11:35:05 am**

Deep within Blockedlance, the Dungeon Master Petbeard scrounged the forges looking for any scrap silver. He was specifically looking for fine pewter. He sifted through various metal earrings, flasks, spears....the detritus of three decades of assinine noble demands. There was no more fine pewter left. The Duchess of course had a massive stockpile of fine pewter items in her tomb and room. However, Petbeard could not get ahold of these items in order to melt them down. Not without death by Hammer at least.

He fretted over how he would ever fulfill the Duchess' demands.

Just then he was hit in the back of the head with something as hard as metal. Everything turned yellow and fuzzy for a moment, and when he came to he was lying on the floor, looking up at the legendary (but forgotten) weaponsmith Steve.

"You son of a bitch! I give you ONE warning and one warning only! Stay away fom my forges! Stop taking my work and my pay. If the Duchess wants spears, ILL get her the spears! You stick to your crafts and flasks, got that, Petbeard?"

The Dungeon Master tried to get up, but immediately Steve put his boot on his chest and pushed him back down. This small dwarf was exceedingly heavy. Petbeard was stunned into motionlessness.

"Do you got that?!" Steve shouted, repeating the question.

"Y-yeah...no problem Steve....." muttered Petbeard.

"Good."

Petbeard lay on the ground, waiting for Steve to walk off. Then he sat up and felt the back of his head. It was already starting to swell up. That dwarf was damn strong.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **June 29, 2009, 12:03:13 pm**

Myth sat on the floor on the tenth level of the southern tower. He was seated next to the dolomite door that barred his escape, and he was attempting to use his Freemason skills to pick the stone lock. He succeeded with a bit of patience, and slowly he peered out from his cell.

There were no guards on this level. The tower was pretty much empty, used only for storage. He took the stairs up to the roof, as quietly as he could. When he got to the top of the tower he ducked behind the fortifications and carefully looked out.

There were his troops, out on the field. They were massed in front of the fortress entrance. The Queen had stationed her loyalists on top of the walls above them, but they were not shooting them or throwing rocks and debris at them. The two sides seemed to be talking. Myths troops were removing their armor and he could see a big pile of steel axes as well. His heart was crushed.

He looked down towards the base of the tower. There were guards at the door. He was trapped, even if he *could* escape his cell. He looked at the southern fortifications of the tower. There was as gaping hole in them to assist dwarves in suicide. Myth knew that the most logical move for him now would be to leap off this tower...but he couldnt do it. There was a part of him that still believed he could rally his followers and overthrow the Queen.

He reminded himself of what the Queen had told the Freemasons when they were initiated; "As long as there is breath in your lungs, you have the power to fight".

Myth skulked back down to his cell and locked himself in. Only time would tell if he would ever get his opportunity....

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 02, 2009, 08:47:03 pm**

The Queen had the prisoners disarm before having them march into the lower levels of the fortress. She locked them all in the food store room under the palace...it was then that she realized how many of them there were. She decided that the torture rooms wouldnt be ready in time, and so Myths personal guards had their food and water rations revoked. They would starve in the old hospital, then be buried below. Urist would not risk guarding so many rebels with so few loyalists.

While she was deciding the fate of the prisoners, word came to the Queen that the elves had arrived!



They came from the north, through the mudlands.

As Lord Dullard and his men marched to meet them, more attacked from the south and west. It was an elven onslaught! They caught a rebel marksdwarf who had fallen asleep after being taken prisoner. Urist had thought he had just looked so peaceful, so she left him there. Now he and the cook were caught outside. Luckily MadMonkey was in the area.



Urist rushed to the top of the temple along with Mogror. As Lord Dullard and his men decimated one squad, MORE showed up! It was an elven horde of historic proportions! The first elf horde to be seen in these parts since the days just after world generation!

"My father's father always warned of it!!!" Shouted Mogror. "He said it was a Hate left over from old times!"



There were less than a dozen loyal military dwarves. If even one or two died here, the prospects of keeping these rebel prisoners would become laughable. Urist had an idea.

"Bring me Lord Akigagak and the one they call Jazz. By themselves, they pose no threat to our forces, but can be made to serve us in this battle."

"Yes your majesty!" Mogror scuffled off. Urist remained, overlooking the fight...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Byakugan01** on **July 02, 2009, 08:56:54 pm**

Holy CRAP. Just how many elves are there?!? Over 30 by the looks of it...no major injuries yet for the dwarves, right? Which squad of elves is fleeing and which is attacking in the last pic, btw?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 02, 2009, 09:01:09 pm**

Wonderful.
Just wonderful
By the way, how many dwarves still live?
I'm just asking for a total.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **July 02, 2009, 09:07:56 pm**

No threat? :'(

Anyway, kill, kill, *kill!*

Title: Re: Blockedlance - Grave of a Thousand Dwarves

Post by: **MrGimp** on **July 02, 2009, 09:10:51 pm**

Quote from: Byakugan01 on July 02, 2009, 08:56:54 pm

Holy CRAP. Just how many elves are there?!? Over 30 by the looks of it...no major injuries yet for the dwarves, right? Which squad of elves is fleeing and which is attacking in the last pic, btw?

None are fleeing. A squad of elves was slaughtered, and more just keep piling in.

Quote from: Jackrabbit on July 02, 2009, 09:07:56 pm

No threat? :'(

Anyway, kill, kill, *kill!*

Hey it's just a plot device to get you back on the front lines. Do you think I really need your puny dwarfs help to defeat these elves?

Now get out there and KILL KILL KILL!!!!

Quote from: Tradanbattlan on July 02, 2009, 09:01:09 pm

Wonderful.
Just wonderful
By the way, how many dwarves still live?
I'm just asking for a total.

78

Title: Re: Urist Salvedangers the Dwarven Pol Pot (now with more Armok!)

Post by: **MrGimp** on **July 02, 2009, 09:11:13 pm**

Quote from: JMchen0918 on July 02, 2009, 09:09:25 pm

All we need is to make some things that the link for Refrigerator Water Filters, and 2 - answering a question no one asked.

Refrigerator filter (<http://www.filter-outlet.com>)

Touche Spambot. Touche.

Title: Re: Blockedlance - Grave of a Thousand Dwarves

Post by: **Jackrabbit** on **July 02, 2009, 09:11:54 pm**

Quote from: MrGimp on July 02, 2009, 09:11:13 pm

Quote from: JMchen0918 on July 02, 2009, 09:09:25 pm

All we need is to make some things that the link for Refrigerator Water Filters, and 2 - answering a question no one asked.

Refrigerator filter (<http://www.filter-outlet.com>)

Touche Spambot. Touche.

He's right, a fridge *would* solve all our problems.

Title: Re: Blockedlance - Grave of a Thousand Dwarves

Post by: **MrGimp** on **July 02, 2009, 09:15:47 pm**

Quote from: Jackrabbit on July 02, 2009, 09:11:54 pm

Quote from: MrGimp on July 02, 2009, 09:11:13 pm

Quote from: JMchen0918 on July 02, 2009, 09:09:25 pm

All we need is to make some things that the link for Refrigerator Water Filters, and 2 - answering a question no one asked.

Refrigerator filter (<http://www.filter-outlet.com>)

Touche Spambot. Touche.

He's right, a fridge *would* solve all our problems.

AAAAAHHHHHHHH!!!!!!

I accidentally clicked it!!!

Title: Re: Blockedlance - Grave of a Thousand Dwarves

Post by: **filiusenox** on **July 02, 2009, 09:16:18 pm**

Hey.Can i join this Armok forsaken hellhole?

Someone by the name of Fil that isnt a Rebel please.

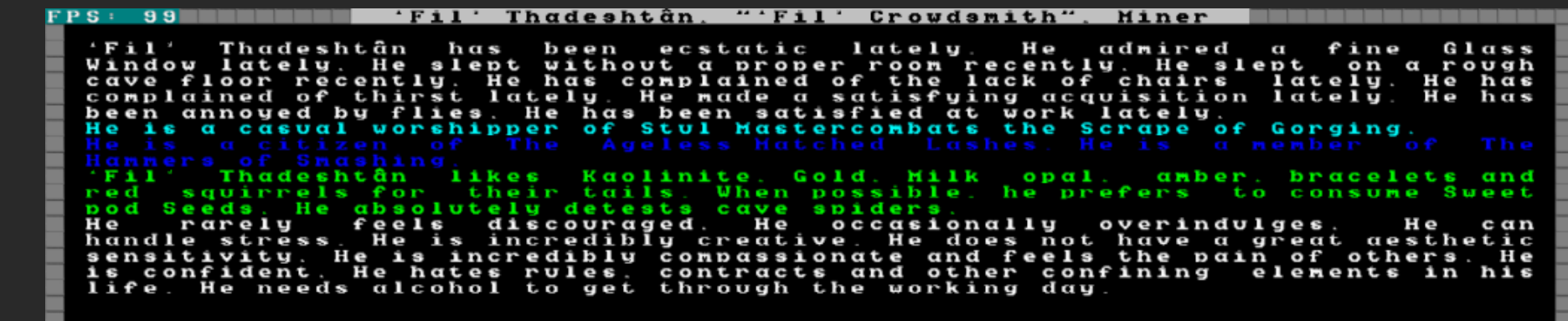
Title: Re: Blockedlance - Grave of a Thousand Dwarves

Post by: **MrGimp** on **July 03, 2009, 09:07:07 am**

Quote from: filiusernox on July 02, 2009, 09:16:18 pm

Hey.Can i join this Armok forsaken hellhole?
Someone by the name of Fil that isnt a Rebel please.

Sure...

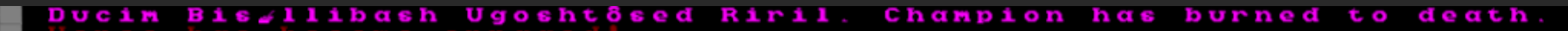


Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 03, 2009, 09:23:26 am**

Lord Dullard's men cleaved through elf after elf. The horde would come at them, the elvish faces twisted and gnarled in anger. Dullard and his men would slash at them with their axes. Limbs would fly, blood would flow...then the elves would prance off crying over flesh wounds.

But there was no end to them. He looked to the west. MadMonkey was fighting by himself....but wait! Two dwarves were joining him! Dullard quickly counted his men. All his squad was there right next to him, who were these two? No matter...they weren't trying to hack MadMonkey's arms off...so Dullard and his men went back to the carnage.

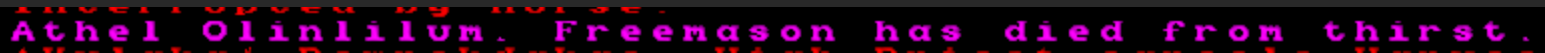
Near dusk on the third day, the elves broke and ran, firing their fireballs in pathetic attempts to -



- damn elves! One of Lord Dullards men was killed in the fight. A few minor injuries were also sustained. Nothing major to report.

After the battle, Dullard learned that Jazz and Lord Akigagak had been freed to fight alongside the fort's guards. They had possibly saved MadMonkey24's life by ending the fight before the elves could burn him inside his steel armor. However, the two rebels were immediately chained and dragged off at the end of the battle. Lord Dullard knew not what to make of it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 03, 2009, 09:34:08 am**



Well, the last rebel follower of Freemasonry has died. Myth was informed, then left to stew it over in the tower. The last of Myth's guards are dropping like flies in the old hospital too!

That leaves Montague and Aldaris as the last two Freemason's, although of course, Freemasonry is a rebel pursuit nowadays, and Montague and Aldaris have disavowed themselves of it.



I just wanted to point out that in this pic above, ALL those bone piles are dwarf bones and skulls.

And that's the NOBLES' level.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **July 03, 2009, 01:14:09 pm**

Hmm, if you need another subplot, maybe my dwarf could slowly go mad from the carnage? If you don't want him to hate Urist herself, maybe he'll start hating everyone around her? Suspecting each and every one of Urist's direct advisors of treason, murder, etc. I wouldn't be surprised if he'd be right with half of them.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **July 06, 2009, 10:36:08 am**

Blockedlance - Madder than a thousand hatters.
We need a madness room made of Cinnabar.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 06, 2009, 10:56:38 am**

And a depression room of Microline

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **July 06, 2009, 04:09:47 pm**

Quote from: Tradanbattlan on July 06, 2009, 10:56:38 am

And a depression room of Microline

Now that's just cruel

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **July 06, 2009, 04:20:05 pm**

Quote from: Argonnek on July 06, 2009, 04:09:47 pm

Quote from: Tradanbattlan on July 06, 2009, 10:56:38 am

And a depression room of Microline

Now that's just cruel

Have you noticed what thread this is?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **July 07, 2009, 08:15:19 am**

It's not cruel enough dammit.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 07, 2009, 05:24:32 pm**

Then we shall fill the room with kittens

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **ousire** on **July 07, 2009, 10:57:22 pm**

Quote from: Tradanbattlan on July 07, 2009, 05:24:32 pm

Then we shall fill the room with kittens

one man, locked in his own personal catsplosion hell?

cold.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 08, 2009, 12:34:44 am**

A messenger came in from the southern gates and made his way to Prince Byakugan's court. He carried a letter from Baron Ruprecht von Hussendussel. The Prince was delighted to have word from his scouts. The Grand Vizier hoped and prayed they had been attacked by dwarves, with only a handful of maimed survivors left.

"Read me the message, boy!" shouted Byakugan with a smile.

The messenger opened the parchment and began reading....

Most Majestically Magnificent and Munificent Majesty,

We have trekked many weeks through mountains and forest, across hill and plain. We have arrived in the vicinity of the ruined dwarf fort. The land is burnt to the south and east as far as the eye can see. On our journey here, we have come across bands of dwarven refugees fleeing this area. They are abandoning their homes and sometimes even families. A great terror has befallen this land.

I have recently come to believe in the reports of Demons, strange as they may sound. Not only do all the dwarves in this area bear witness to that fact, but I have recently had the fortune of meeting a caravan of our traders making their way towards Blockedlance. From among their wares I was shown a crown made of demon bone!

[Spoiler](#) (click to show/hide)



"Rubbish!" shouted the Grand Vizier.

The messenger pulled from his backpack a bone crown, and offered it to the Prince. Byakugan took it and looked it over. The bone was angular and sharp, as well as burnt and blackened. Tiny horns protruded from random places.

"Definitely demon bone," said Prince Byakugan.

"Nonsense!" shouted the Grand Vizier, hoping that repititious emotional outbursts would be enough to convince his Lord of the truth.

"No, this settles it....I trust these dwarves. They are a noble species, defending our southern borders from demonic hosts! Tonight we shall feast in their honor, for these courageous beings hold back the darkness. Blockedlance is a shining beacon of light and hope for all the world! We will not attack them!" proclaimed the Prince in response. "Not ever!"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **July 08, 2009, 01:26:17 am**

Quote from: MrGimp on July 08, 2009, 12:34:44 am

Blockedlance is a shining beacon of light and hope for all the world!

That made my day.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 08, 2009, 09:03:09 am**

Awww. That's less fun though.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **July 08, 2009, 09:08:23 am**

Quote from: MrGimp on July 08, 2009, 12:34:44 am

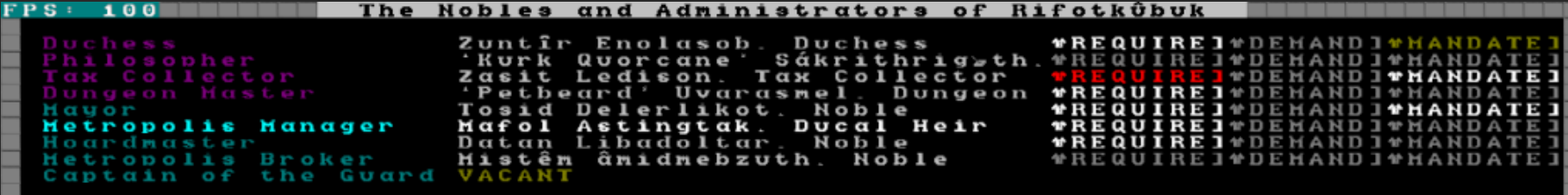
Blockedlance is a shining beacon of light and hope for all the world!

Blockedlance. Where both dwarf blood and irony are *very shiny*.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 12:13:18 am**

A human caravan came in to Blockedlance, and at their side was a group of riders led by the Baron. The traders had been here before, but these new visitors stood in awe of the temple, and shocked to see so many windmills on the rooftops of the fortress.

As the traders traded, and the slaves hauled, the Baron and his men attempted to meet with the Queen. They were refused. Urist had given up oin that whole 'administration' thing. She had left all the duties up to the Ducal Heir, Mafol Sabretwilights, and the three of his sisters that held administrative power in Blockedlance. The Duchess was of course still in the picture, always loyal, fat, and happy.



So the Baron met with Mafol instead, who immediately showed him to the Human Diplomat.

"Please take him....he's been shattering our glass windows and claiming diplomatic immunity!" pleaded Mafol.

The diplomat Dunem Trickscars shuffled back and forth. Drool fell from his lips as he uttered unintelligable babble to himself. The Baron knew Dunem well from Prince Byakugan's court. He was shocked to see him like this.

"Dunem! Oh my gods! What happened to you?" he cried.

"...f-fa...fa..fa fire...da...da....demons...." he stuttered at last, blinking his eyes eratically and staring off into space the entire time.

"He's gone crazy from the horros he's seen!" yelled Mafol.

"Oh no!" sobbed the Baron. He grabbed Dunem by his shoulders and tried to shake him back to his senses. "Dunem! Snap out of it!!! Come with me back to Behal Ladgi!"

"No! No no no!" he cried as he ran off and shattered another pane of glass.



"Oh god damnit!" shouted Mafol. "Are YOU gonna pay for this! Fuck! Look just leave him alone! Let him deal with it. We'll keep trying to give him booze and smoke him out. Just leave him be for now...he knows what he's doing..."

Just then Dunem pulled his pants off and grabbed a shard of glass. He began chasing dwarves around yelling, "Am I sexy? Tell me Im sexy!" while he waved his genitals at them. The guards tackled him...but of course, he claimed Diplomatic Immunity and had to be let go.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 10, 2009, 12:18:49 am**

WHAT

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **July 10, 2009, 12:26:30 am**

I find it hard to believe Queen Urist respecting diplomatic immunity. Or respecting anything at all.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **July 10, 2009, 11:53:23 am**

what do you mean? every queen needs a court jester!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 01:13:36 pm**

Yeah he livens up the place you know. He actually spends most of his time moping around. But every now and again another pane of glass is gone. The bastard.

The humans did not take him with them when they embarked back to their homelands.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 10, 2009, 01:16:00 pm**

Teehee
We have our beginnings as a nudist colony now.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 01:19:55 pm**

Most dwarves are already nude or sem-nude...even the nobles. Unless you count mud, pus, vomit, and blood as clothing. In that case all my dwarves are extravagantly clothed.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 01:26:07 pm**

One of our forts last two children came of age. In punishment for this crime, he was sent to be impaled in the temple. He exploded into gore quite nicely when ten steel spears pierced his body in every conceivable nook and cranny.

I brought a video!
(<http://mkv25.net/dfma/movie-1520-deadpeasant>)

Also of note, we have reopened the peasant quarters after three years. There are towercaps in the hallways and the bedrooms...and when dwarves open doors to the still flooded rooms, a bunch of water pours out into the hallway. It's pretty funny.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 02:04:59 pm**

Chapter #10 - A New Dawn

The fortress had been retaken, all opposition had been crushed. The Eribites were entirely wiped out, the traitors among the freemasons had been cut down, and all of the rebel military was in chains below. Queen Urist had managed to get the Duchess' children into all the positions of power. Urist had killed their father when they were very young, and had been able to brainwash them their entire lives. They were absolutely loyal.

It was a renaissance, a rebirth of Uristian law and order. She was disappointed that the Eribite Heir had been killed...but there was one person she could still take joy in seeing misery heaped upon.

Myth was pulled from his bed in the tower early one morning. There had been no warning. As far as he had known, there was still a chance for him and his men to be freed and to launch an uprising that could bring down the Queen. Myth was paraded down into the depths of the great fortress. He was taken to the heart of the forges deep in the old demon pits. Aldaris stood next to a lever wearing an executioner's mask. The Queen read his charges.

"Grand Master Myth Kediden of the once noble Cult of the Free Mason, you are charged and convicted of heresy, treason, embezzlement, fraud, extortion, thievery, racketeering, money laundering, impersonating representatives of the state, kidnapping, bribery, lying under

oath, falsely accusing innocent citizens, conspiracy to murder, conspiracy against the crown, conspiracy against the state, hate crimes, crimes against dwarfkind, crimes against peace, crimes against the planet, stealing candy from babies, and oh yeah, cheating me at poker that one time. How do you respond?"

"Huh? Hey most of the stuff on that list was stuff **you ordered** me to do!"

"Silence!!!" shouted the Queen. "I find you guilty! Furthermore, in penitence for your crimes I sentence you to burn in the eternal hellfires of the Underworld!" The Queen nodded to Aldaris, who pulled the lever, dopping Myth to his fate...

Video! (<http://mkv25.net/dfma/movie-1521-totheunderworld>)

While Myth was plunging into the putrid sulfury fires of the Underworld, above them in the temple the rebel military dwarves (minus their commanders) were being locked into the new pin pricking room. In full armor, they were impaled over and over again by single wooden spears. How long will it take to die? Lets find out, shall we?

<http://mkv25.net/dfma/movie-1522-slowdeathtrap1>
(<http://mkv25.net/dfma/movie-1522-slowdeathtrap1>)

<http://mkv25.net/dfma/movie-1523-slowdeathtrap2>
(<http://mkv25.net/dfma/movie-1523-slowdeathtrap2>)



Go Fil! Pull pull pull!!! Theyre not all dead yet! Keep pullin that lever!

(New to the fort, and you're already slaughtering dwarves Fil, thats pretty good.)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **filiusenox** on **July 10, 2009, 02:33:01 pm**

YAY ME!

or

MUAHAHAHAHAHAHAHAHAHAHAHAH

hey can i make a new freemasons guild that does not become rebels?
and is loyal to the queen?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 03:06:45 pm**

Sorry I actually already had plans to do that and I was gonna use one of the former freemasons (Aldaris or Montague).

You people need to stop reading ahead! Youre getting to future plot points even before I can! :D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 10, 2009, 03:18:53 pm**

Fili, Psychic has become more experienced!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **filiusenox** on **July 10, 2009, 03:22:06 pm**

I wanna join!

and i have a very good sense of plot.Sorry.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 03:37:33 pm**

Sure, Ill let you be a member.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 10:03:00 pm**

Myth awoke slowly. He tried to open his eyes but they were so full of blood that he could barely see. He could make out that he was lying on a bunch of jagged rocks. Pain consumed his entire body.

The last thing he remembered was falling through the floor in the demon pits, then plummeting through miles and miles of red haze and black smoke. He remembered that he had fallen for quite some time...and the ground appeared suddenly out of the smoke and haze at the very last second. Now he was here...

He tried to get up, but was immediately restrained by a shot of pain throughout his entire body. That was when he looked at his body and through the clotted blood in his eyes he could see that every limb he had was twisted, mangled, and bent in several incorrect places. The bones in his right leg were sticking out at two different locations. He was horribly crippled, and lying in a pool of his own blood.

Why wasn't he dead?

Myth grimaced in pain and clenched his fists...errr...what was left of them anyways. He was so taken by the pain that he didnt even notice the black robed figure approaching him until it spoke.

"Greetings worthless pain bucket, and welcome to the fountain of misery, the Hell of Shattered Bone!" Myth opened his eyes and saw the robed figure leaning down and offering his hand. As it slipped out from his overly long sleeve, he could see that the figure had no living flesh at all. For some reason, probably out of force of habit, Myth reached up with his slightly less mangled arm and shook the skeletal hand. Big mistake.

Immediately the bone hand clamped down harder than any living being in the world possibly could. Not one muscle on his body, and yet it was the mightiest handshake Myth had ever had the misfortune of feeling. The bones in Myth's hand immediately and audibly crunched into dust. As he shrieked in terror, the robed figure spoke lightheartedly, "Nice to meet you! I'm Hans Gribblegrom, the Locator of Pain...but all my friends call me Grim Grom! We're gonna be **good** friends!"

At that moment, Myth was overtaken by the pain, and passed out.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 10, 2009, 10:06:05 pm**

I wonder if Myth will ever make it to Our hell.
:3

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 10, 2009, 10:58:25 pm**

Tradan awoke, weary and groggy. Blood clotted his eyes. He reached up and unclogged his field of view, and stared upon the gnarled face of his lover. Christes attempted what Tradan took to be a smile, though he couldn't tell through all the blood and gore.

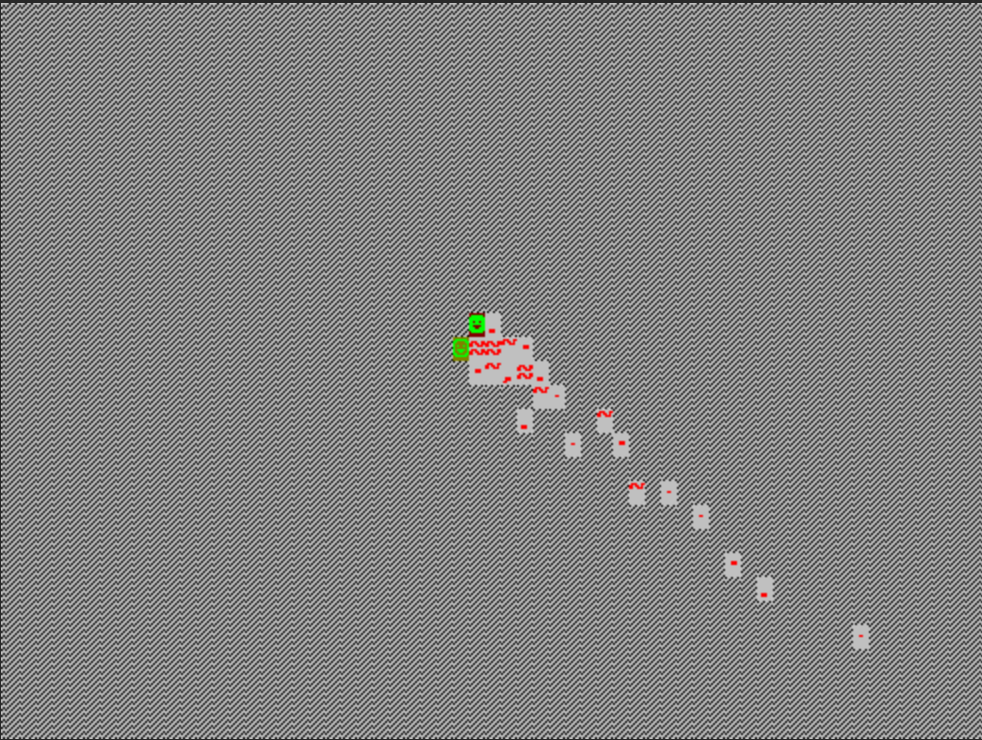
"Hello, my poor Tradan," Christes said. "You've been out for a long time. I've been drifting in and out myself. I tied us together by our beards so we wouldnt drift away into this void."

Tradan looked down and saw that their beards were indeed tied together, and then covered over and caked with dried blood. It was a strong bond.

"Has it been ten thousand years yet?" asked Tradan miserably.

Christes chuckled. As she did so, ooze poured from her burst left eyeball. There was a shard of glass sticking straight out from the pupil. White gore and clotted blood clung to the wound. A filthy white pus oozed from it whenever she looked about or moved her face muscles in any major way.

They were silent as they bore their pain togeher, floating in the infinite white void.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **July 11, 2009, 01:27:32 am**

Yay! Blockedlance's first asciidraw scene!
Also; Yay! I condemned someone to an eternity of misery!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Labs** on **July 11, 2009, 01:41:52 pm**

Awsome execution machines. :P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ignem** on **July 11, 2009, 02:18:02 pm**

Been reading all lovely and awesome 57 pages of Blockedlance and having thought Boatmurdered was the only one of legendary kind, I'll say Blockedlance is just as entertaining - if not even MORE - since it has a well written and interesting story.

It would be an honor to have a tiny part of this story by incorporating my name into your universe. Not necessarily in small caps, "Slemsvamp" would be fine!

Spoiler (click to show/hide)
"Slemsvamp" is Swedish for slimemold.

What kind of dwarf would really not matter, I do like the sinister side of the blood god and I'd gladly take the risk of working for the mad Queen. I'm not much for brawn, so if there's someone with brains left - I'd like one of them (mad brains).

Awesome story MrGimp, this is - in my book - up there with Boatmurdered.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **mythmonster2** on **July 11, 2009, 04:20:14 pm**

And so my story in this hellhole ends... or does it?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 11:49:55 am**

Quote from: slemsvamp on July 11, 2009, 02:18:02 pm

Been reading all lovely and awesome 57 pages of Blockedlance and having thought Boatmurdered was the only one of legendary kind, I'll say Blockedlance is just as entertaining - if not even MORE - since it has a well written and interesting story.

It would be an honor to have a tiny part of this story by incorporating my name into your universe. Not necessarily in small caps, "Slemsvamp" would be fine!

Spoiler (click to show/hide)
"Slemsvamp" is Swedish for slimemold.

What kind of dwarf would really not matter, I do like the sinister side of the blood god and I'd gladly take the risk of working for the mad Queen. I'm not much for brawn, so if there's someone with brains left - I'd like one of them (mad brains).

Awesome story MrGimp, this is - in my book - up there with Boatmurdered.

Wow haha, ranking with Boatmurdered is the highest honor a story here on the forums can get!

Ill make you the Armok worshipping Duchess, Slimemold is a GREAT name for a Duchess. ;D

And dont worry, other than the fact that you like fine pewter and we have no more access to it, you're a pretty easy Duchess to get along with. Urist is also trying to sleep with your son.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ignem** on **July 12, 2009, 12:15:21 pm**

Splendid! Then my first offer, to Urist, is my son. Armok spoke to me in dreams and said my boy was destined for greatness, and who could give the world more blood than Urist I wonder, none I say.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 12:26:37 pm**

Time marches on (at single digit FPS)...

FPS: 90polis RifotkÜbuk. "Blockedlance"9th Granite. 234. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		9390937*		Population:		59							
Weapons:		556351*		Miners		4				Champions		14	
Armor and Garb:		817126*		Woodworkers		2				Axe Dwarves		None	
Furniture:		1429395*		Stoneworkers		1				Swordedwarves		None	
Other Objects:		3021972*		Rangers		None				Swordmasters		None	
Architecture:		2043885*		Metal Smiths		2				Macedwarves		None	
Displayed:		1555097*		Jewelers		2				Mace Lords		None	
Held/Worn:		167131*		Craftsdwarves		6				Hammerdwarves		None	
Imported Wealth:		2764131*		Nobles/Admins		10				Hammer Lords		None	
Exported Wealth:		208862*		Peasants		None				Spearwarves		None	
				Children		1				Spearmasters		None	
Food Stores:		16237		Fishery Workers		None				Marksdwarves		2	
Meat		14		Farmers		13				Elite Mrksdwarve		None	
Fish		5		Engineers		2				Wrestlers		None	
Plant		315		Trained Animals		A		None		Elite Wrestlers		None	
				Other Animals		A		17		Recruits		None	

It is now Spring of 234. Urist has been Queen for 25 full years. To mark the momentous occassion she orders Mogror and his assitant Ravus Maniacus (the forts other, lesser known mechanic) to draw up plans for great constructions on the surface. She was vague on many details, but Mogror dutifully shuffled off to get it done.

The plannings of the monuments to her greatness were cut short, however. Elves - damn filthy elves - ambushed our great fortress with yet ANOTHER horde! The military force of Blockedlance had dwindled greatly. Dwarves had to run back and forth across the fortress to fight the various squads of elves.

Several elves actually got THROUGH our defensive lines! :o In the east, I had to scramble dwarves to stop several elves who had passed through our trapped east entrance and entered our courtyard! ELVES IN OUR COURTYARD PEOPLE!!!

Then more elves swarmed from the west, on the damn OTHER side of the fortress! MadMonkey was there to valiantly fight them off with his bloodthirsty demon sword...but he was only one dwarf. A few elf bowmen managed to get through unbloodied or pursued into the temple foregrounds. They began firing at random passers-by. One of the Duchess' daughters was hit with a Quantum Arrow and pierced through both shoulders and on a hand, leg, and foot. Eberdek was also struck, and then struck again! He fled in terror.

"Eberdek" Kuletmeng. Potash									
"Eberdek" Abbeylash"									
lower body									
head									
right upper arm									
left upper arm									
right lower arm									
left lower arm									
right hand									
left hand									
right upper leg									
left upper leg									
right lower leg									
left lower leg									
right foot									
left foot									
right shoulder									
g: Gen i: Inv p: Pref w: Wnd									
Space: Done									

The legendary miner Fil was there on the roadside, witnessing the carnage. He saw his chance for glory and charged forward, ready to mine elf skull.

Thwip!



An arrow to the lung! But he didnt go down! Though he was winded and about to die, he kept running forward, pick held high. He swung it down....and missed. The elf dodged backward, firing as he lept.

wrestler.
‘Fil’ Thadeshtân. Recruit has bled to death.
Squad “The Bridled Halls” has been annihilated!
‘Aldaris’ Hobbitaril. Master Mageon speaks. Constat

Alas Fil, we hardly knew ye.....but your sacrifice was not in vain. It bought time for more armed and armored dwarves to arrive on the scene...but not before an ELF got INTO the TEMPLE!!!

A single suicidal elf ran down into the temple firing at the stonecrafter and wounding her slightly before he was struck down.



An ELF. A fucking ELF. Prancing around in the Temple of Armok in his stockings and feathery hat like he owned the place!!!

This is an atrocity. In all of Blockedlance's history we have never suffered such a disgrace!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 12, 2009, 12:44:22 pm**

I say that was a DECOY FIL! :o
And the real one was inside all the time!
A dwarf should not have such a short life!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **July 12, 2009, 01:47:07 pm**

There are only two awnswers. And because one of those is magma, I advise trapspam. Weapon trapspam. With masterwork weapons. Made of adamantine.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 12, 2009, 01:48:38 pm**

And masterwork rockfall traps of microline.
Why do I love microline so much?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **July 12, 2009, 01:52:21 pm**

Quote from: [Tradanbattlan](#) on July 12, 2009, 01:48:38 pm

And masterwork rockfall traps of microline.
Why do I love microline so much?

Because you're a horrible monster.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **filiusenox** on **July 12, 2009, 02:03:03 pm**

Quote from: Tradanbattlan on July 12, 2009, 12:44:22 pm

I say that was a DECOY FIL! :o
And the real one was inside all the time!
A dwarf should not have such a short life!

YES IT WAS ONE I MADE. IM STILL ALIVE. RIGHT?RIGHT?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **July 12, 2009, 02:26:56 pm**

Nah, don't do trapspam. Does Armok get access to dwarves killed in battle?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 02:47:28 pm**

No trap spam. Except maybe big elaborate mechanical dwarfy traps.

Armok has access to all dwarves who die on the sanctified soil of Blockedlance, but not everyone goes to a Hell. Armok eats most souls straight away like a ravenous beast. I cant have everyone going to a Hell cuz that would be literally hundreds of sideplots...unless I just mention what hell they wind up in and then move on.

Also, sorry Fil. I really thought it was your chance to shine! In most of my games legendary miners are the best last ditch conscripts available. But the elf had a bow and some arrows. That was the deciding factor.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 03:04:42 pm**

In the Summer, the humans come to trade. We welcome them with open arms, only to find that these tall bastards have been followed by goblins all the way here!

The dwarves are moblized to the east. The Human Guard can take care of the temple. From the north, more goblins attack and are defended against by our longest lived forum dwarf; LegoLord. Lord Lego and his two squadmates are the last of our marksdwarves. These have been freed from the dungeon to fight our wars. It doesnt go too well for Lord Lego this time...

<http://mkv25.net/dfma/movie-1529-thedeathoflego> (<http://mkv25.net/dfma/movie-1529-thedeathoflego>)

But as he and one of the other marksdwarves die, MadMonkey, the Queen's personal bodyguard, charges out into the fray with his demon sword. In his rage he exacts vengeance upon the goblins.

Huzzah!!!

So things calm down a bit and the bodies are burried. I notice that the Human Caravan is buggered up just like Dunem is. Weve traded and its now autumn. They wont leave. Theyre at the depot, but theyre not trading. Theyre just stuck. I notice that one of the humans is talking to Dunem Trickscars...



You learn something new everyday.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 12, 2009, 03:24:11 pm**

... with a name like 'Trickscars' I'm not suprised.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **July 12, 2009, 04:00:11 pm**

Whoops

All seasoned DF players should know to check gender before posting about someone :P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 04:36:46 pm**

Quote from: Christes on July 12, 2009, 04:00:11 pm

Whoops
All seasoned DF players should know to check gender before posting about someone :P

But if I went around checking all that kind of stuff then you and Tradan would never have ended up together! And then you wouldnt be floating in endless emptiness tortured by Armok for ten thousand years!

You see, it's better if you don't check.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 12, 2009, 04:38:24 pm**

Blind chance is always better than plans

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **July 12, 2009, 05:09:11 pm**

Quote from: MrGimp on July 12, 2009, 04:36:46 pm

Quote from: Christes on July 12, 2009, 04:00:11 pm

Whoops

All seasoned DF players should know to check gender before posting about someone :P

But if I went around checking all that kind of stuff then you and Tradan would never have ended up together! And then you wouldnt be floating in endless emptiness tortured by Armok for ten thousand years!

You see, it's better if you don't check.

Check gender, not relationship status. It's just because all of the names are gender neutral. ::)

In the Halltraded succession game, Maggarg picked the dwarf that happened to be Christes's lover as well. Good times.

Anyway, are you going to edit the previous post to reflect this new revelation, or are you just going to roll with it somehow? It's not like it would fuck up this community story any more (and I mean that in a good way :D)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 05:45:07 pm**

I normally check gender, but with Dunem I was going off memory. I think there is one or two forum dwarves who's gender in the story is different from their gender in game. It'd be funny if they ever get pregnant! Ill try to get DC working eventually and fix their genders.

As for Dunem, Im just gonna roll with it. All I said was that Dunem waved his/her genitals around. Who knows? Maybe she just has really long flappy labia? :P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 07:41:22 pm**

Urist had the two living dwarves with Masonry skill - Montague and Aldaris - begin work on two gigantic towers situated directly in front of the temple. When asked what they were to be, the Queen didnt really have an answer. She muttered something about obelisks, then residences....then there was some mention of trapping noble couples in there to breed....

Bah! It didnt matter! Just start building! These things take so damn long...we'll have plenty of time to decide what they are as they go up!

The dwarves ran off to start stacking diorite into the sky.

As they did so, Urist planned another monument with Mogror's help.

"It will be huge! It will be massive! It will dwarf the temple!" shouted Urist with a crazy gleam in her eye. "Wait....did I just say ***dwarf*** the temple? Uhh...no matter. We shall build what no dwarf has built in Sil Gomath in eons! A structure of such dwarfiness that all shall tremble in it's presence!"

"You dont mean..." said Mogror.

"Yes! We're building a pyramid!"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 07:57:45 pm**

Urist's megalomaniacal construction scheming is cut short, however, when scouts spot strange creatures on the edge of the fortress' lands...

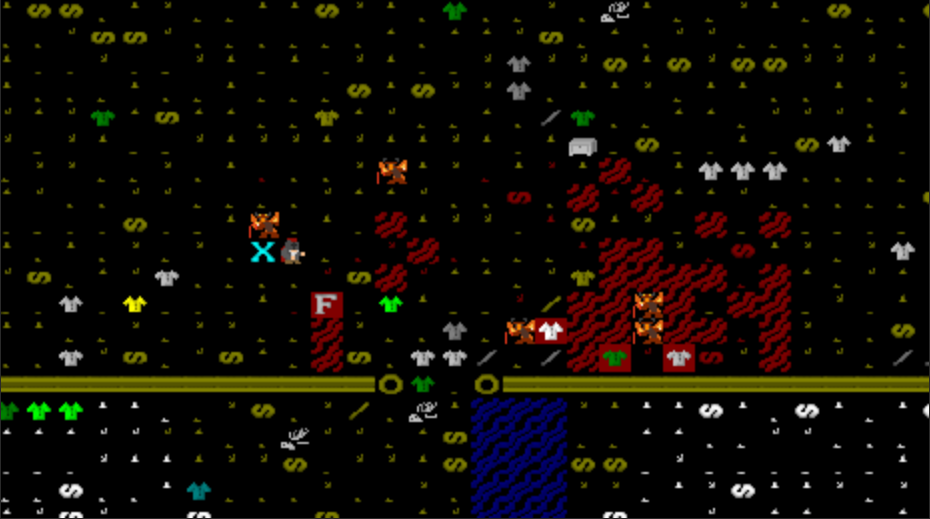


They had rams horns on their heads, bodies of men but red and scarred, and furry goat legs that bent the wrong way and ended in hoofs. They also had short stubby little goat tails. They were larger than three dwarves in height. Their bodies rippled with muscle and sinew.

A panic ran throughout the fortress. More demons!!!

Lord Jazz and Lord Dullard's squad rush to the defence of the fortress. The fighting is exhausting.

<http://mkv25.net/dfma/movie-1530-goatdemons> (<http://mkv25.net/dfma/movie-1530-goatdemons>)

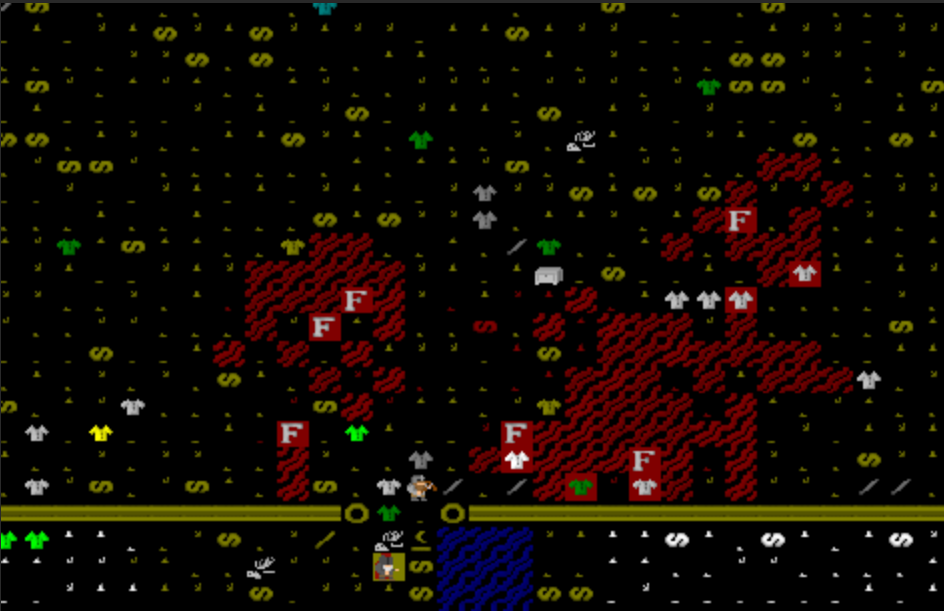


It takes a great deal just to bloody the horrific goat beasts. One is eventually brought down by Dullard and his men. Now the dwarves have a numerical advantage and they press their attack.

<http://mkv25.net/dfma/movie-1531-goatdemons2> (<http://mkv25.net/dfma/movie-1531-goatdemons2>)

(I really like how in that second video Jazz takes on two demons by himself. Dwarfy!)

The fighting is horrendous. It lasted probably a week in dwarf time. THAT was some combat right there! At the end of it, the goat demons are dead, and not one dwarf has been laid low!



(The 'F's should be 'G's. F it.)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **July 12, 2009, 09:08:24 pm**

Who the dwarf? Jazz the dwarf. Hell yes.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 12, 2009, 11:51:11 pm**

Yeah Im gonna tweak those demons. Their defense needs to come down a bit, and their attack needs to double or triple. They'll still be weaker than the Fire Demons that Armok sent earlier, but they'll be a good constant threat that will come in decent numbers.

Im gonna try and move away from elf and goblin attacks. They clutter the map with INSANE amounts of junk after 30+ years.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Samus1111111** on **July 26, 2009, 08:18:00 am**

awesome story :D can't wait to see what happens with the pyramid. If possible, could I get a dwarf (named samus)? Preferably a military dwarf, but any kind will do. Thanks in advance :)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **July 27, 2009, 10:27:48 pm**

Eberdek's thinly disguised bump

Man, things were really great today! I got to eat that fat bitch Urist's food! Oops! I didn't mean to write that. I loathe Queen Urist and swore my loyalty to her death, I mean, I love Queen Urist and swore my loyalty to my death!

My goodness, what's wrong with me? I'm not going insane, am I?

The food gave me a bit of a stomach ache. I was doubled over for a few hours, and I was sweating a lot and people told me that I looked pale in the face, and my hands turned blue for a little bit, but I got over it. Somebody said the food was poisoned, but it can't be, because all of Queen Urist's food makes me feel like that: sick to my stomach that that evil whore isn't dying because I'm eating her poison.

Boy, I am in quite a mood today for no apparent reason.

* * *

So, uh, MrGimp. Anything? It's been a while since your last update.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 27, 2009, 11:32:35 pm**

Quote from: [Samus1111111](#) on July 26, 2009, 08:18:00 am
awesome story :D can't wait to see what happens with the pyramid. If possible, could I get a dwarf (named samus)? Preferably a military dwarf, but any kind will do. Thanks in advance :)

Sure, Ill get you one once I get some time to play again.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **July 27, 2009, 11:40:05 pm**

Quote from: Jim Groovester on July 27, 2009, 10:27:48 pm

So, uh, MrGimp. Anything? It's been a while since your last update.

haha, sorry, I havent had time to play DF at ALL lately. Life is like a big turd sandwich, and we all gotta take a bite. Thats what I always say.

I was gonna play around with modded creatures some more before I continued the story, but I just havent had time. I started my own web design business and its just me myself and I. All I do is code stuff for money. Its like Im some kinda whore, but instead of selling my body Im selling my mind. Ive noticed that selling your mind doesnt pay nearly as well as selling your body.

But the tale of Urist shall not die! At least not until she does!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **July 27, 2009, 11:41:50 pm**

That is the most disgusting and accurate metaphor ever damn you.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **July 28, 2009, 08:16:14 am**

I vote that the pyramid is capped with gold.
(And that the inside is full of waterfalls. Got to keep in a job for my pension. You'd think a millenarian would be eligible for a pension.)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 28, 2009, 10:43:34 am**

I vote that the waterfalls are not made of water, and instead are magma.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **July 28, 2009, 11:08:55 am**

Quote from: Tradanbattlan on July 28, 2009, 10:43:34 am

I vote that the waterfalls are not made of water, and instead are magma.

Blood.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 28, 2009, 12:41:21 pm**

Blood doesnt flow like water at the moment.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **July 28, 2009, 01:47:18 pm**

Quote from: Tradanbattlan on July 28, 2009, 12:41:21 pm

Blood doesnt flow like water at the moment.

We constantly slaughter things into a flow of water to keep it red.
I can think of little that suits Blockadedlance more.
Insane mechanics, mass slaughter, huge scale.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **July 28, 2009, 03:00:01 pm**

And microline.
Delicious microline.
I WANT A NEW DWARF NAMED 'THE MICROLINE MONSTER' PLEASE
I DONT CARE WHAT HIS PROFESSION IS

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **July 28, 2009, 05:14:40 pm**

Quote from: Tradanbattlan on July 28, 2009, 12:41:21 pm

Blood doesnt flow like water at the moment.

Oh God, but when it does...

Wow, there's going to have to be a Blockedlance 2 then.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **August 04, 2009, 05:30:09 pm**

What a strange coincidence, I lose my internet for what 2 weeks?(felt more like half my life) and in that time not a single update to Blockedlance.....

P.S.
Quote from: Tradanbattlan on July 28, 2009, 03:00:01 pm

And microline.
Delicious microline.
I WANT A NEW DWARF NAMED 'THE MICROLINE MONSTER' PLEASE
I DONT CARE WHAT HIS PROFESSION IS

NO YOU'LL BRING THIS FORT INTO A MADNESS SPIRAL!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **August 04, 2009, 05:37:42 pm**

But Dwarf Fortress just isnt fun while sane.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **Zulaf** on **August 04, 2009, 06:37:22 pm**

Omigosh your right... what was i thinking, like a sane person? This is what happens when you go without internet. The silence gets to you... makes you think straight, and yes i HEAR the internet.

EDIT: Haha okay so its only been one week since i lost internet....

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **Tradanbattlan** on **August 10, 2009, 09:38:50 pm**

Gosh, I hope this story doesnt die
IT'S TOO GOOD TO DIE

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **Randall Octagonapus** on **August 13, 2009, 08:36:29 am**

If Its ok with you can I have a Dwarf. I dont care what profession but preferably a male soldier. Name him Randall

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **MrGimp** on **August 19, 2009, 11:57:45 pm**

Urist locked herself in the temple after the Goat Demon attack. As soon as the doors were locked and no one was around, she dropped to her knees and began begging her God to tell her what she had done wrong.

"Why do you send the goats my lord? Is it punishment? Have I not followed every order you have given?" she cried to the heavens.

The disembodied head of Armok appeared before her, in the center of a ring of fire and smoke. "Calm yourself Chosen One...lest I punish you for weakness! The Goat Demons are reminders to the non-believers that they do not live in a friendly world. Use their fear to keep them in line, for fear is the path to the dark side. They will constantly stand watch in fear of demons, and they will more willingly accept the sacrifice of their children. They will see it as the only hope against the darkness! You see...their suffering will make them just like us! It will make them strong!"

"Yes my lord. As always, my master's wisdom is beyond all that mortals possess!"

"Soon it will be time for me to show myself to the masses. I sense a strong bond already with the High Priest and High Priestess."

"Yes I have indoctrinated them into the Religion of Power, the Cult of Blood. They do not shy away from the face of true strength," said Urist.

"Good. For now, you keep those damn elves out of my temple, you hear me?"

"Yes master!"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **MrGimp** on **August 20, 2009, 12:00:02 am**

Quote from: Maqqarg - Eater of chicke on July 28, 2009, 08:16:14 am

I vote that the pyramid is capped with gold.
(And that the inside is full of waterfalls. Got to keep in a job for my pension. You'd think a millenarian would be eligible for a pension.)

The pyramid will probably be hollow at first...however, before the abandon it will be turned into the entrance to a great dungeon for adventure mode.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **MrGimp** on **August 20, 2009, 12:02:16 am**

Quote from: Randall Octagonapus on August 13, 2009, 08:36:29 am

If Its ok with you can I have a Dwarf. I dont care what profession but preferably a male soldier. Name him Randall

Sure...so thats two I got to add, Randall and Shamus.

Also, Tradanbattlan...your request is pending royal review.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **Labs** on **August 20, 2009, 06:06:53 am**

Quote from: MrGimp on August 19, 2009, 11:57:45 pm

for fear is the path to the dark side.

I lol'd. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **MrGimp** on **August 20, 2009, 04:53:22 pm**

Myth awoke, hoping his last memories had been a dream....but no. He was still in the Hell of Shattered Bone. He could taste the marrow in the air from the countless eons of hideous suffering that he was now part of. Every breath left a chalky powder in the back of his throat. It was difficult to breathe.

He was laying on the floor, and began squirming about. That was when he realized that his body was completely healed! He jumped to his feet with a smile. Hope returned that this was a dream, afterall.

"I've always loved crushing hope even more than bone," said the voice of Grim Grom, the Locator of Pain. Myth turned and indeed, the black robed skeleton was standing behind him. Grom raised his right hand into the air, and immediately Myth's elbows and kneecaps bent completely the wrong way and with terrible force.

Myth fell to the ground screaming in horror from the mind shattering pain.

Grim Grom walked casually up to the screaming dwarf, grabbed an arm, and started dragging him up a rough and winding mountain road. There, overlooking a vast black ocean, the Locator of Pain hammered nails into Myth's hands and kneecaps (what was left of them anyways), pinning him to a dead tree on a craggy mountain peak under a desolate black sunless sky.

"There. Now contemplate this upon the Tree of Woe."

With that, Grim Grom turned and walked back down the mountain, disappearing into the smoke and bone dust.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **August 22, 2009, 01:09:08 pm**

Okay Randall and Shamus, you're in...



I put you in Lord Dullard's squad, The Held Lances.

Hmmmm....Held Lances? Seeing as how Blockedlance is when a girl wont have sex with you, I guess 'Held Lances' describes what you have to do afterwards?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **August 22, 2009, 02:35:47 pm**

The year 235 was spent laying just a tiny bit of the foundation of the pyramid. I'm beginning to regret killing all those dwarves...I could really use some more help hauling shit around. We only have two masons working on the pyramid, Aldaris and Montague. Urist cant help cuz she is down in her palace with the Duchess' son trying to get to know him better, if you catch my drift.

Our carpenters are also taking their sweet time putting the roofs on these buildings I built in front of the temple. I still dont even know what theyre going to be...I'll take a shot of em in 3Dwarf once theyre finished. If they look stupid I'm gonna collapse them into the nobles' river garden below.

No demons came in 235, just a goblin ambush that was single-handedly wiped out by Akigagak.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **mythmonster2** on **August 22, 2009, 07:00:50 pm**

The Freemasons taunt Urist even after their deaths or imprisonments! (Which one?) :P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **August 23, 2009, 12:55:07 am**

Eagle's thoughts

Day after day, i scratch out my existence in my hideaway. Dig for space, plant more crops, dig more space, plant more crops, brew some drink, make some food, in an endless cycle. How long have i remained here? How long since i escaped the madness of Blockedlance? Will i live? Truly, i live as the first dwarves did, with only my pick to rely on. Its not safe under the sun anymore. Never was, ever since Urist wrested control. Sometimes i risk going up and glancing out the door; it nearly drives me mad, all that happens down in the town below. Even the sun's maddening rays pale in comparison to what goes on in that blasted hell-hole of a fortress. Osram give me strength, i gamble with my life; the highest stakes a dwarf can make, but i will survive.

I am the Eagle. I soar alone, high above the conflicts. I will always survive.

Osram bless whats left of my soul and guide me.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **August 23, 2009, 03:48:49 pm**

Quote from: mythmonster2 on August 22, 2009, 07:00:50 pm
The Freemasons taunt Urist even after their deaths or imprisonments! (Which one?) :P

Oh, the Freemasons are quite dead, every single one of them (except Aldaris and Montague who are loyal royalists...hehe...that kinda rhymes...loyalist royalists...). Your guys soul is imprisoned for eternity in the Hell of Shattered Bone. You have been crucified through the kneecaps onto the Tree of Woe!

Suck on that one you vile insolent traitor!!! ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **August 23, 2009, 03:57:13 pm**

Hey I just had an idea for a rhyme...

Loyalist royalists
Most joyous of royalists,
They toil all day for the Queen!

(Disclaimer - Im stoned)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **August 24, 2009, 01:23:17 pm**

Quote from: MrGimp on August 23, 2009, 03:57:13 pm
Loyalist royalists
Most joyous of royalists,
They toil all day for the Queen!

I LOL'ed

Disclaimer
Quote from: MrGimp on August 23, 2009, 03:57:13 pm
Im stoned

Me to

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Samus1111111** on **August 24, 2009, 09:45:41 pm**

just FYI, it's Samus, not Shamus :P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **August 24, 2009, 09:52:16 pm**

Hes high. Just roll with it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **August 25, 2009, 12:28:40 am**


Quote from: Eagle on August 24, 2009, 09:52:16 pm
Hes high. Just roll with it.

There isnt an acronym to express how hard I laughed....even ROFLMAO doesnt quite cut it....

I shall have to make do with emoticons...

;D :D ;D :D ;D :D 8)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Randall Octagonapus** on **August 26, 2009, 04:15:52 pm**

Quote from: MrGimp on August 22, 2009, 01:09:08 pm
Okay Randall and Shamus, you're in...

I put you in Lord Dullard's squad, The Held Lances.
Hmmmm....Held Lances? Seeing as how Blockedlance is when a girl wont have sex with you, I guess 'Held Lances' describes what you have to do afterwards?

thx

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **August 27, 2009, 10:11:07 am**

Quote from: MrGimp on August 23, 2009, 03:57:13 pm
I was gonna post an update, -but then I got high.

Fixed.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Typoman** on **August 30, 2009, 12:33:07 am**

Just read through the whole thing. amazing work! can't wait to see what terrible depraved acts happen next!
if there is anyone as yet unclaimed i would like a dwarf, make it whomever you please, hopefully someone with some chance of survival
hehe.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 01, 2009, 03:44:46 am**

Quote from: Typoman on August 30, 2009, 12:33:07 am
Just read through the whole thing. amazing work! can't wait to see what terrible depraved acts happen next!
if there is anyone as yet unclaimed i would like a dwarf, make it whomever you please, hopefully someone with some chance of survival hehe.

How about a mechanical death computer?
Someone made a DF calculator thing, I'm sure we can twist that into something dwarvish.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Typoman** on **September 02, 2009, 09:23:41 pm**

something that activates a room-full of spike traps 20 times then floods it with water?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **September 02, 2009, 09:44:34 pm**

Arrgh, MrGimp hasnt been on for a week. Dammit.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 04, 2009, 05:42:09 pm**

Quote from: Eagle on September 02, 2009, 09:44:34 pm
Arrgh, MrGimp hasnt been on for a week. Dammit.

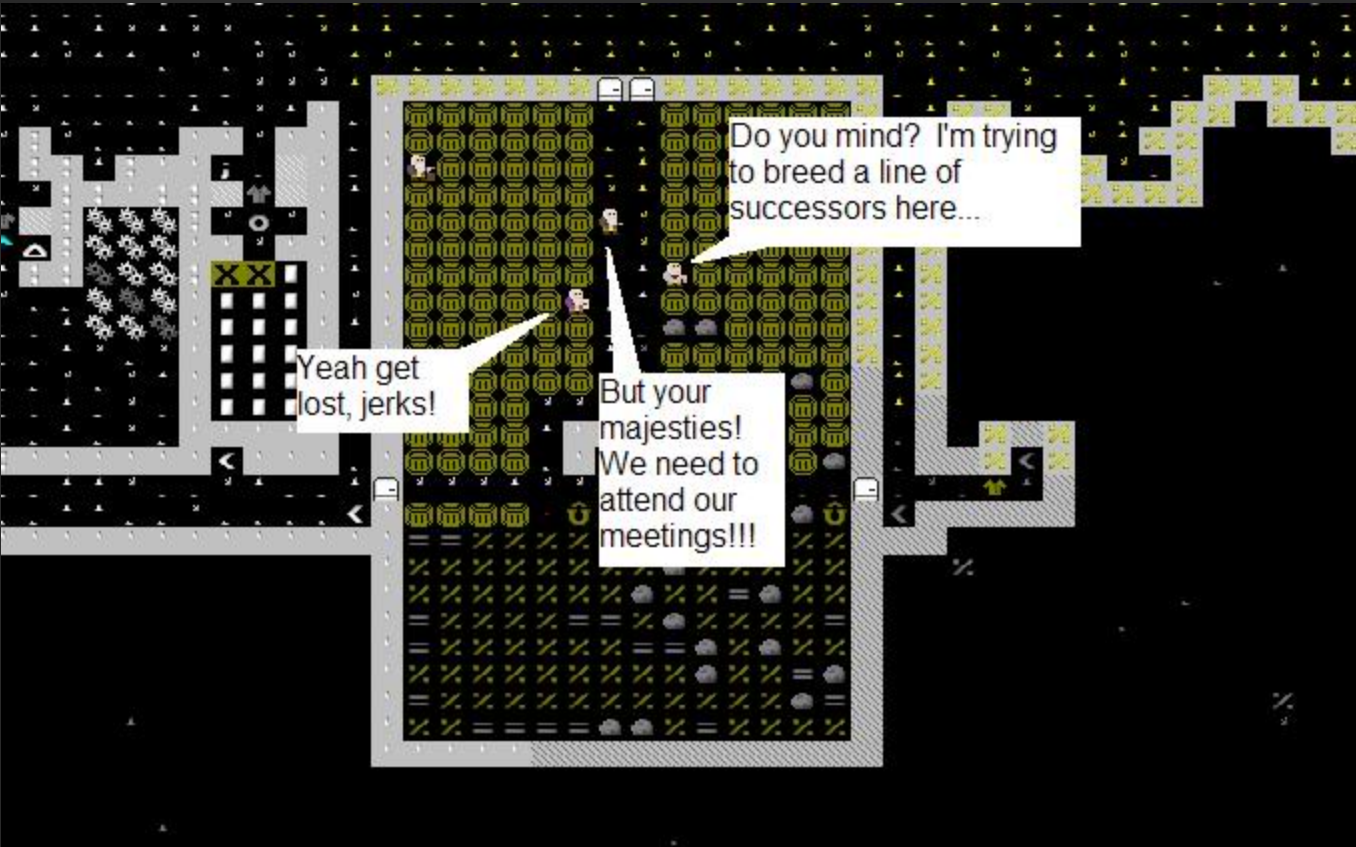
A pox on the gimp!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 04, 2009, 05:58:22 pm**

The Queen secluded herself away with the Ducal Heir, Mafol Sabretwilights. First she attempted to hide away with him in her room, then in the royal garden (she had confiscated the peasant river garden, sealed it off, and made it hers alone), she even fled to her underground storage room...but pesky dwarves kept approaching her with problems.

"I have no work!" shouted one.

"You're working me to death!" shouted another.



All day long she had to conduct meetings with these miserable creatures. They were never happy, no matter what she did, and they wouldnt even let her get her nookie on. Most of the dwarves were totally nuts and suffering from Post Traumatic Stress Disorder, you know, from all their babies being impaled and what not. Two of the military dwarves just stood in the corner chattering to themselves, and had been doing so for years. Another civilian dwarf had taken to attending meetings with the Queen, but never moved from her spot. This wasn't even to mention the strange melancholy of these humans who do not leave. A force has drawn them here, and keeps them like a magnet.

The human lovers Dunem and Dema remain in their eternal arguments at the top of the main stairway. Dwarves must walk past them constantly as they go about their day. The miserably tall ones are starting to make all the inhabitants of Rifotkubuk nervous. It is known that the humans have no stomach for Dwarven life, and in a place such as this, where only the mightiest can even meekly survive (psychologically), it is almost guaranteed that these humans will snap one day and slaughter many a dwarf.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 12:15:10 pm**

Spring 236

Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		9384451*		Population:		54				Champions		12	
Weapons:		573151*		Miners		3				Ass Lords		None	
Armor and Garb:		604262*		Woodworkers		2				Swordedwarves		None	
Furniture:		1434085*		Stoneworkers		1				Swordmasters		None	
Other Objects:		2989759*		Rangers		None				Macedwarves		None	
Architecture:		2087812*		Metal Smiths		2				Mace Lords		None	
Displayed:		1565630*		Jewelers		2				Hammerdwarves		None	
Held/Worn:		149752*		Craftedwarves		6				Hammer Lords		None	
Imported Wealth:		2914366*		Nobles/Admins		9				Hammerdwarves		None	
Exported Wealth:		246940*		Peasants		1				Spearwarves		None	
Food Stores:		14249		Children		None				Spearmasters		None	
Meat:		9		Peasants Workers		None				Markedwarves		1	
Fish:		None		Farmers		13				Elite Mrksdwrve		None	
Plant:		421		Engineers		2				Wrestlers		None	
				Trained Animals		A				Elite Wrestlers		None	
				Other Animals		A				Recruits		None	

So the Queen and the Ducal Heir were locked below all winter and into the spring. Our military is dwindling, and the problem is made worse this year.

A goblin squad ambushes us this year along the southern wall. Lord Akigagak slaughtered them all singlehandedly.

But then the elves came. In the west, the crazy berserker Jazz held off a squad. To the south, Akigagak held back another. MadMonkey24 stood in front of the temple, so that no elf could further desecrate Armok's sacredness.

In the west, Jazz was being overwhelmed. Mad Monkey joined in as the salughter of elves crept closer to the temple. Lord Dullard made his way to the battle along with Randall and Shamus (dont worry Samus ;)) and the rest of his squad. They pushed the elves back out of the main courtyard, but more elf squads poured in. Lord Dullard and his men ran to meet them, and the tide of elves was pushed back. As they began to flee, they shot fireballs into the mass of dwarves. Poor Shamus, he burst into flames and was cooked inside his armor.

After the elves had fled, the dwarves mourned the loss of another champion. He was taken below, and placed in a temporary tomb until the Dwarven Valhalla Cave was finished.

Dolomite Coffin
This is the resting
place of
'Shamus' Nosîndeler

The two dwarves that had burried the body were squadmates of ol' Shamus. Samus and Typoman sat in the depths of Blockedlance's catacombs remembering their friend.

'Samus' Udilsosh Lim Ramtak. Champion
" 'Samus' Lanternsanded the Wisps of Executing"

'Typoman' Listudib Nakisrab. Champion
" 'Typoman' Gazesyrup the Cunning Glow"

"I'm gonna miss that ol' Amish bastard!" said Typoman.

"Aye." Samus scratched the back of his head. "He was a good friend. It's like a part of me has been burried this day."

There was a somber silence.

Typoman spoke at last. "Well...let's go get some booze."

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 05, 2009, 04:21:12 pm**

Dwarf Fortress: The only place where a best friend could die and... hey, is that booze? I love booze.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 04:45:00 pm**

Sit down everybody I have shocking news!!!!

The hemaphrodite Human Diplomat Dunem Trickscars has killed him/her/itself!



Dema Tuneslop is devastated.

Many a dwarf gathered around to watch him wail in agony at the loss of his beloved. The dwarves of Blockedlance had learned to find joy wherever they could, and they often found it in the misery of others. They're sick like that.



Eventually they had to move on, though, as Dunem's body began to rot. For some reason, they would not bury the crazy human's corpse. So he/she/it just sat rotting at the top of our main stairway.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 04:51:38 pm**

Meanwhile, back at Eagle's cave...



Eagle had dug a big vein of limonite out, and was planning to smelt it. First, however, he wanted to get the muddening process going (yeah Im making up words, so what?). He began feverishly pumping water up from below. He was a bit overzealous, and eventually flooded his cave garden.

(I actually forgot to tell him to stop pumping even after I took this picture. It became really swampy down there. I had to dig out more rock so that the water level would go down and evaporate.)

Say, let's take a look at what Eagle's wearing shall we?



Shoes, a sock, and a backpack. Now THAT's fashion sense!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 05, 2009, 04:54:56 pm**

Disregard nudeness, aquire high taste in fashion.
And be a hermit.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **September 05, 2009, 06:43:09 pm**

Haha wow. Also, how the hell am i smelting things? Do i have some coal in there? Or did i steal a bunch of charcoal?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 07:21:29 pm**

Quote from: Eagle on September 05, 2009, 06:43:09 pm
Haha wow. Also, how the hell am i smelting things? Do i have some coal in there? Or did i steal a bunch of charcoal?

You have yet to smelt anything Im afraid. You stole an anvil and made a forge, then you stole an axe so you could chop down tower caps. You had watered a bit of the garden before, now you have enlarged and watered the rest of it.



You built an atom smasher too...because you already have a ton of stone crafts and blocks and mugs, and you need to clear the tower cap farm.

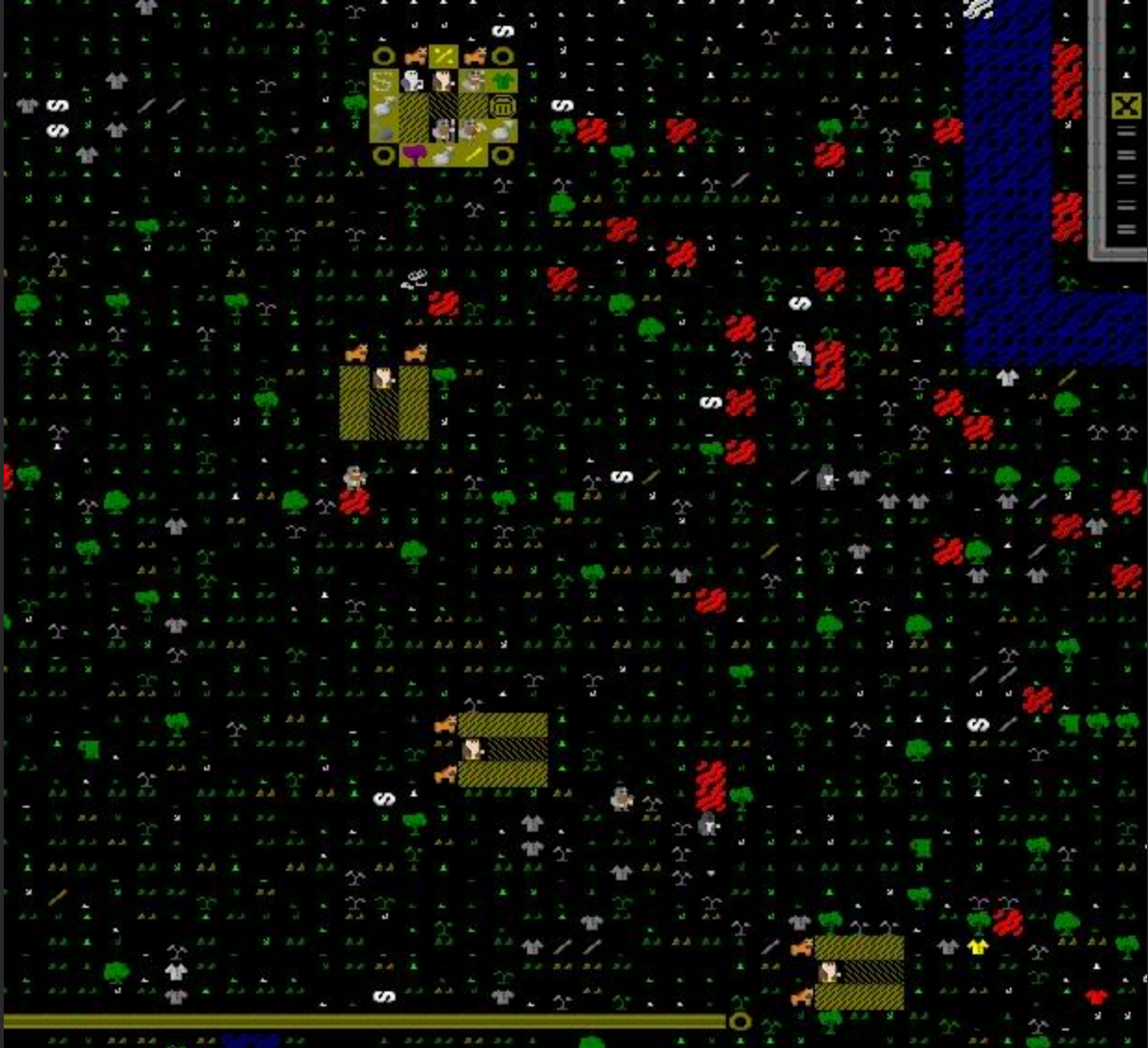
Heres the floor a couple floors above your tower cap farm.



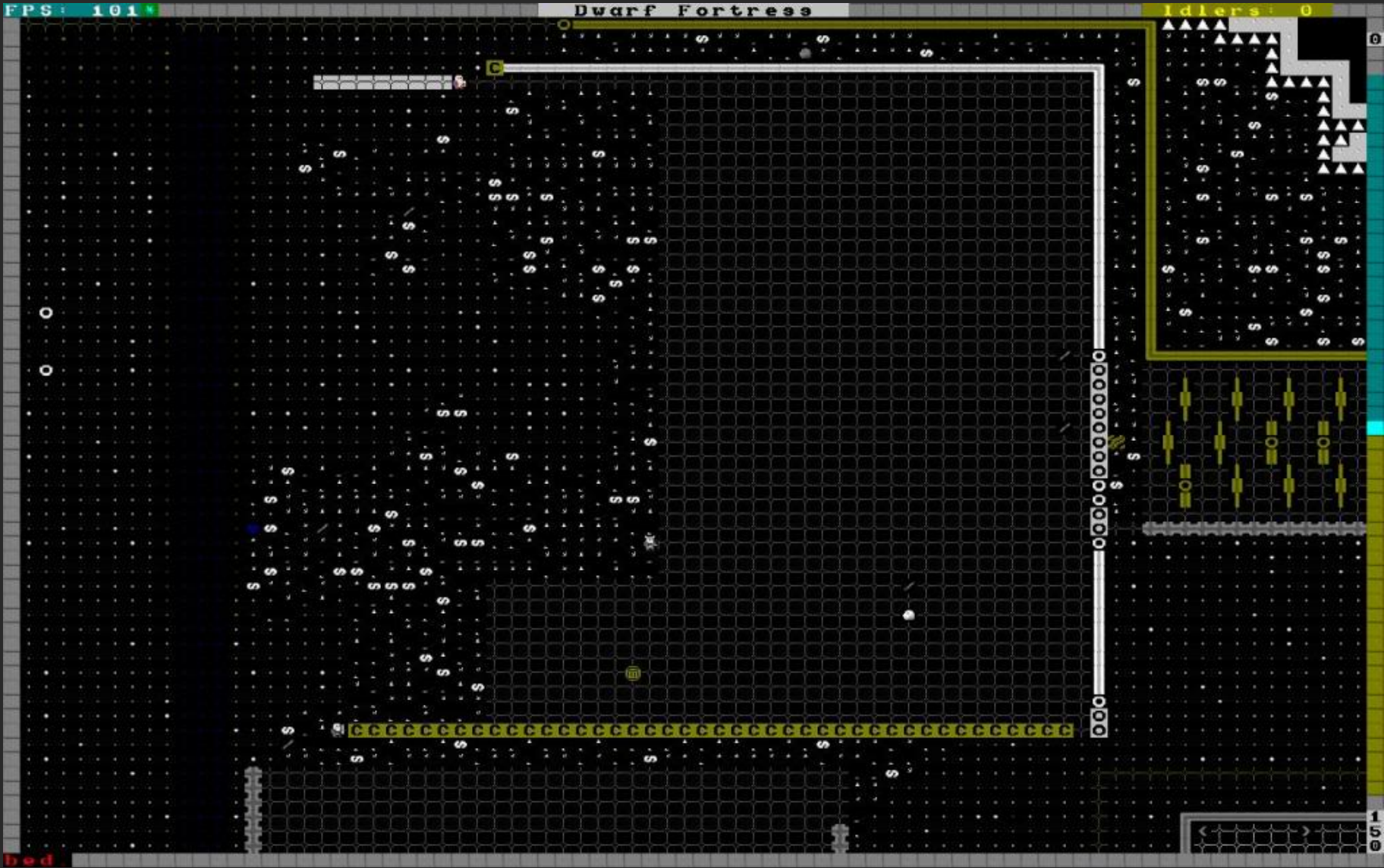
Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 07:32:35 pm**

Summer goes by with another goblin siege. They outnumbered our military dwarves three to one. We slaughtered them all without losing a single dwarf.

In the fall a dwarven caravan comes from Letterclose. We trade a bunch of goblin and elf junk for some anvils and cheese. Oh how I wish they would bring fine pewter.



In other news, the pyramid has been under construction for about a year now. While the first layer of stones are being placed Mogror and his assitant Ravus Maniacus realize a complete and total error in the planned dimensions of the monument. A line of constructions are quietly removed. Mogror is glad the Queen is down below instead of up here to see his screw up.



(Okay it was my screw up...I'm still blaming Mogror)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 05, 2009, 07:33:51 pm**

Yeah.
Bad totally obediant dwarf.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 07:39:43 pm**

Quote from: Tradanbattlan on September 05, 2009, 07:33:51 pm
Yeah.
Bad totally obediant dwarf.

Well he goes out on those all night quarcaine binges with that raving maniac Ravus Maniacus...then when he gets to work in the morning he's shouting incoherent orders at his minions.

This pyramid will probably come out all crooked and wobbly.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 05, 2009, 07:50:47 pm**

But it will be the happiest, most laaax pyramid ever.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 07:53:57 pm**

Warning to all -

When you visit Blockedlance in adventure mode, dont touch the pyramid. It will fall down.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Typoman** on **September 05, 2009, 09:38:47 pm**

thanks for the include :D
can't wait to see my deeds and escapdes.
collapsable pyramid eh? sounds like Fun. :)

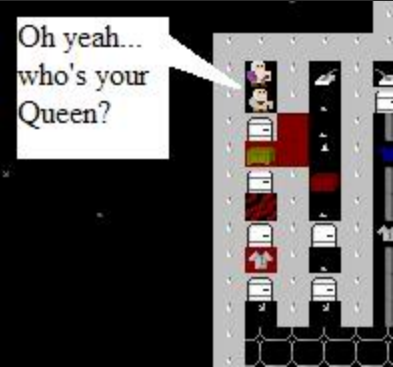
Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 05, 2009, 11:48:03 pm**

Another goblin ambush in the winter. MadMonkey slices and dices like a ginsu knife, and goblin limbs and heads go flying.

Queen Urist has not been able to rid herself of these two pesky dwarves who keep wanting a meeting, even though she has been meeting with them for a year straight! She heads to the Homicide Booths. The dimwitted dwarves follow her.



At last there is peace. Urist and Mafol make love in the bloody recesses of Blockedlance's death chambers.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 06, 2009, 12:13:01 am**

Blood-
The dwarven lube.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Rashilul** on **September 06, 2009, 12:58:26 am**

Quote from: Tradanbattlan on September 06, 2009, 12:13:01 am

Blood-
The dwarven lube.

MY EYES

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 06, 2009, 01:59:47 am**

Quote from: MrGimp on September 05, 2009, 07:39:43 pm

Quote from: Tradanbattlan on September 05, 2009, 07:33:51 pm

Yeah.
Bad totally obedient dwarf.

Well he goes out on those all night quarcaine binges with that raving maniac Ravus Maniacus...then when he gets to work in the morning he's shouting incoherent orders at his minions.

This pyramid will probably come out all crooked and wobbly.

When *you're* over a thousand years old, I bet you'll need a bit of pepping up too.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 06, 2009, 01:17:51 pm**

Quote from: Magqarq - Eater of chicke on September 06, 2009, 01:59:47 am

Quote from: MrGimp on September 05, 2009, 07:39:43 pm

Quote from: Tradanbattlan on September 05, 2009, 07:33:51 pm

Yeah.
Bad totally obedient dwarf.

Well he goes out on those all night quarcaine binges with that raving maniac Ravus Maniacus...then when he gets to work in the morning he's shouting incoherent orders at his minions.

This pyramid will probably come out all crooked and wobbly.

When *you're* over a thousand years old, I bet you'll need a bit of pepping up too.

You guys get a lot of pepping up. In addition to your duties as chief mechanic and courtier of the Queen, you apparently run the Crafts Store as well. And it's doing better than any other store! Ravius Maniacus owns the clothing store....but he's running that thing into the ground. He's trying to sell it for like 390 bucks right now.

The Duchess' daughters own the two other stores. As is proper for their rank.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 06, 2009, 01:27:14 pm**

Spring 237

FPS: 99polis RifotkÜbuk. "Blockedlance"2nd Granite. 237. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:				Population:				51		Champions			
You need a broker with the appraisal skill.				Miners				3		Swordmasters			
				Woodworkers				2		Swordsdwarves			
				Stoneworkers				1		Hacedwarves			
				Rangers				None		Hace Lords			
Trade Information:				Metalsmiths				2		Hammerdwarves			
				Jewelers				1		Hammer Lords			
You need a broker with the appraisal skill.				Craftsdwarves				7		Speardwarves			
				Nobles/Admins				9		Spearmasters			
				Peasants				1		Marksdwarves			
				Children				None		Elite Mrksdwrvs			
				Fashony Workers				None		Wrestlers			
				Farmers				11		Elite Wrestlers			
				Engineers				2		Recruits			
				Trained Animals				A					
				Other Animals				A					
Food Stores:		13427											
Meat		55		Seeds		270							
Fish		None		Drink		4361							
Plant		367		Other		8374							

I have assigned the last non-purple Duchess' daughter to be the new trader, and so the wealth is not accounted for. Its about 9.3 million. Pathetically small considering how long we've been here (34 years). There was a wealth accumulation challenge a while back on the forums and someone got like 40 million within two years. Hahaha

I think I must've been too busy killing dwarves. Speaking of which, I killed a heathen Hammerer and Tax Collector as well as the two peasants Urist killed in the Temple, so now we're down to 51 dwarves. This spring, another Hammerer and Tax Collector arrive, and the Tax Collector actually worships Ber Steelearthen. Her brain is washable, she can live. The Hammerer will still have to die.

Another siege comes this season too. The goblins are really laying it on thick now that our numbers have dwindled. They know that if they cannot beat us now, then they never will.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 06, 2009, 02:04:03 pm**

Quick, bust out the jars of piss and the crossbows.
We're goin' goblin huntin'

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Randall Octagonapus** on **September 06, 2009, 03:11:02 pm**

Randall to the rescue!!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **September 09, 2009, 02:45:23 pm**

Just been cachthing up on this after a LLLOONNGG absence.

2 WHOLE abushes? Alone? Good God.

Do I have a title now?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 12, 2009, 04:29:11 pm**

Quote from: Akigagak on September 09, 2009, 02:45:23 pm

Just been cachthing up on this after a LLLOONNGG absence.

2 WHOLE abushes? Alone? Good God.

Do I have a title now?

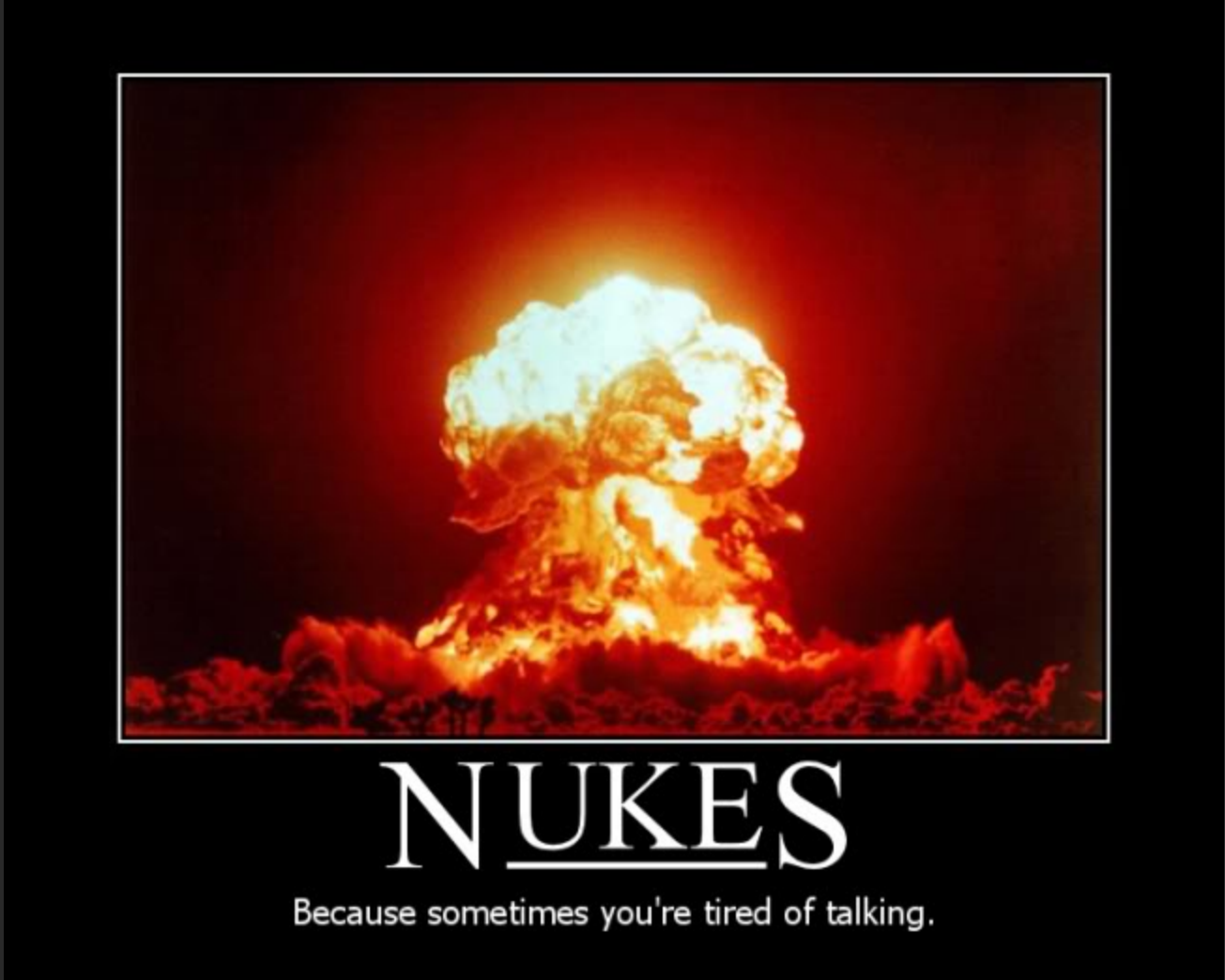
Yeah you've had a title for years. You are Lord Akigagak Citylancers, **the Romantic Flayer**.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **September 12, 2009, 04:37:57 pm**

AWESOME.

Or perverted.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 12, 2009, 04:50:38 pm**



The horribleness of epically horrible horriblosity has befallen dwarfkind!!!!

It's terrible!!!

See, my computer needed wiping, cuz it's going on 9 years old. So I got everything important off my hard drive and onto my flash drive. I even saved two different DF folders (I had several DF folders on my computer full of modding and stuff).

However, I just discovered that I did not save the *right* folders. Ugh.

It's not as apocalyptic as it could've been though. I have a save of Blockedlance as of Spring 234, the beginning of Chapter 10, the very season that that damnable elf died in Armok's temple. His foul elf blood has cursed us all!!!

So now we have time-travelled back to spring of 234. The Gods hate me. This is punishment for my assbaggery, my tomfoolery, and my stoned blasphemous ramblings, I am sure of it.

Well you know what? The Gods be damned! The **QUEEN** will prevail!!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **September 12, 2009, 05:14:53 pm**

So we're back to before giant elf slaughter?

Damn.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 12, 2009, 05:53:32 pm**

Its a kick to the balls that's for sure.

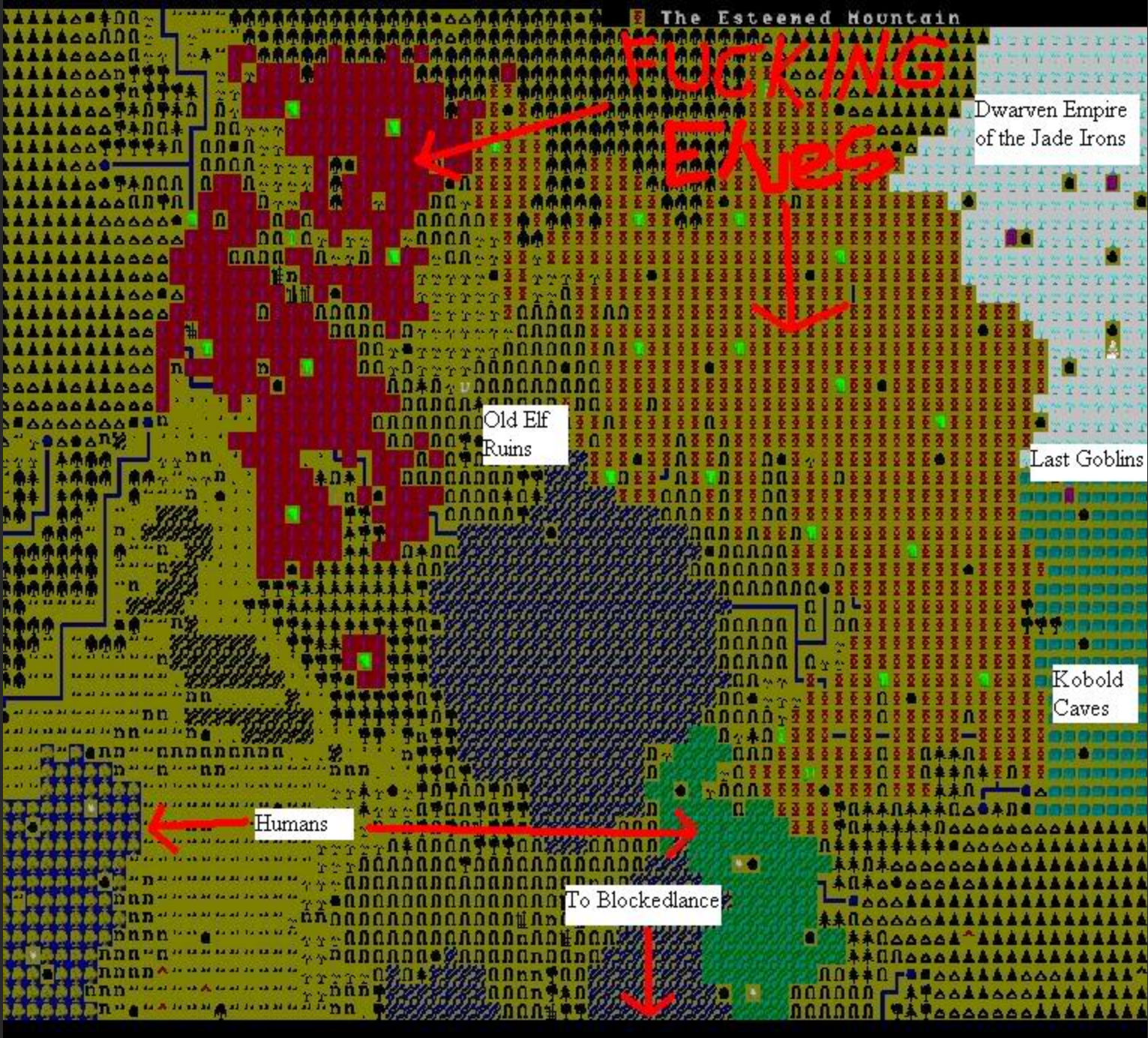
Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **September 12, 2009, 05:55:31 pm**

Yeah, but we get to do the giant Elf slaughter again.

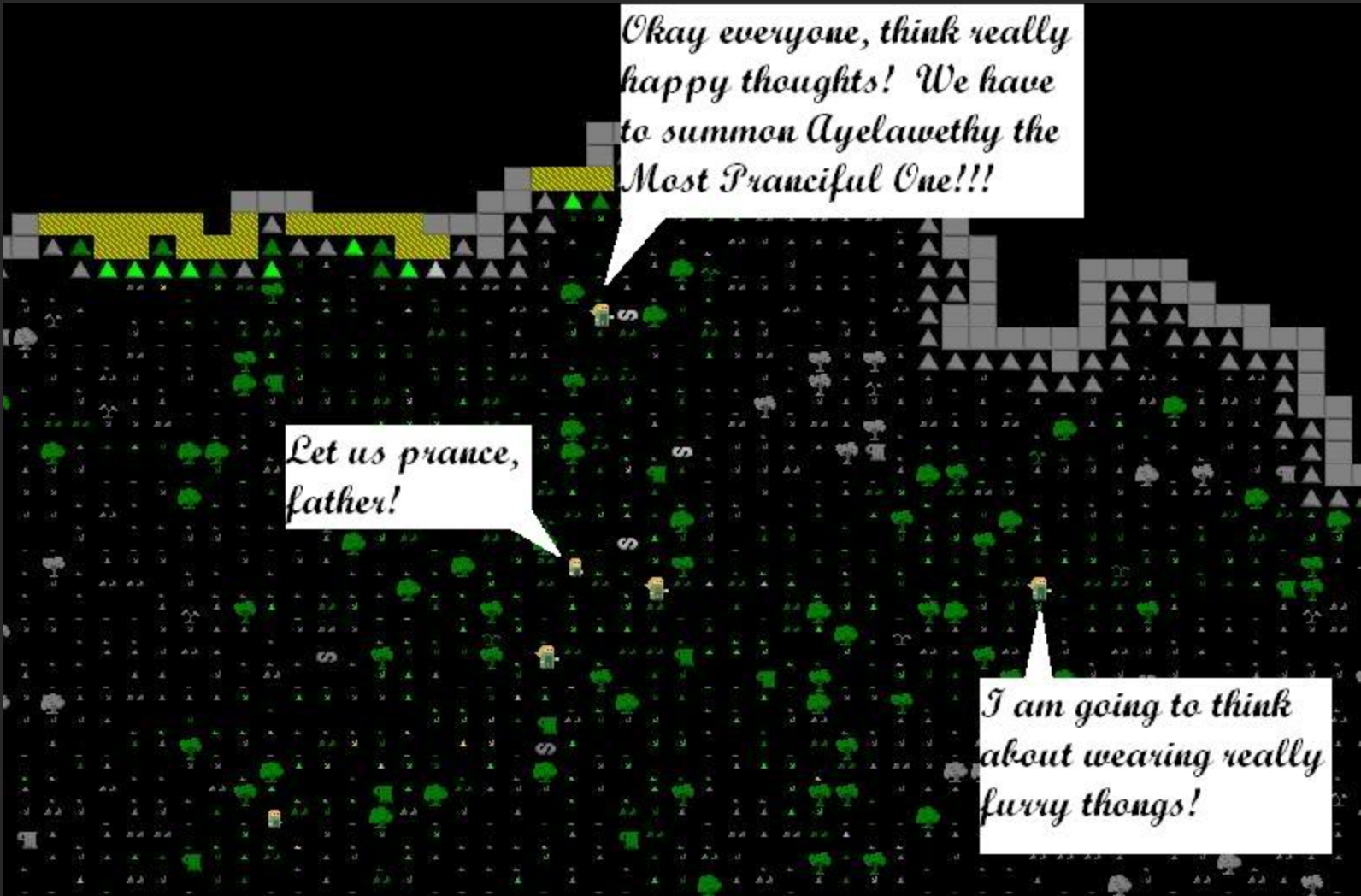
Killing Elves is the important thing.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 12, 2009, 07:34:46 pm**

Rifotkubuk Pranced Upon



Far to the north of Blockedlance, on the other side of Sil Gomath, the elves of Ayithele gathered in an old ruined forest grove. They could not remove the dwarves of Blockedlance from the unholy mountain's corruption, but they *could* remove the corruption from the dwarves. They surrounded themselves with ancient wooden idols and amulets. And there in that grove they pranced...they pranced as though they had never pranced before.



Their prancing and happy thoughts summoned their ancient and forgotten Goddess Ayelawethy, the Most Pranciful One. Ayelawethy pranced on down to Blockedlance in her leafy bikini. Armok manifested himself at the gates, intending to stop her...but Ayelawethy's body was so fertile, and her breasts carried the bounty of all of nature within them.

Armok Cancels Kill: Interrupted by Boner

To make a long story short, Armok had some fun, smoked a cigarette and then passed out. While he was slumbering, Ayelawethy marched on Blockedlance unopposed. The dwarves fled in terror at the sight of the loving nurturing Goddess. Ayelawethy did the unthinkable; she blessed Blockedlance and banished all evil spirits! Squirrels and chipmunks replaced the Goat Demons and Fire Demons. The stone walls of Blockedlance crumbled under the weight of the plant life.

When Armok awoke, he was horrified to see what had become of his great hellhole...



"Ohhhhhhh fuuuuck...." said Armok as he watched the moat gently flowing like a brook around the old mossy stone walls. A light mist met his face as the wind blew. "It's...it's...pleasant..." he said gritting his teeth.

"I wont go down like this Elf Slut!!! I will travel back in time and stop you from ever having any power over this place! I will travel back in time and stop that blue elf blood from sanctifying my unholy temple!!!"

With that, the Dark Lord lifted his hands. The water turned murky and black, the land turned ashy and withered. Blockedlance was returned to it's proper state, three years in the past...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 12, 2009, 07:36:35 pm**

Strangest time warp I ever did see.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 12, 2009, 07:51:09 pm**

Have sex.
Do the TIME WARP, MOTHERFUCKER.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 12, 2009, 10:40:15 pm**

Alright, I put Randall, Samus, and Typoman back in.

Interesting things to note -

Filusinox, your dwarf Fil is alive again.

LegoLord is alive again (and is our longest-run forum dwarf again).

The Human Diplomat Dunem Trickscars is still alive, but still glitched and immobile by the glass windows. There is no human caravan in our stairway...but Im sure theyll be back.

This sets us back to page 57, the post that has the picture of the spring status screen. It was posted July 12th, and two months later, on Septermber 12th, we are right back there. >:(

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 13, 2009, 12:58:01 am**

What about the Microline Menace?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 01:07:45 am**

You might not believe me, but I actually had one in a cage in the arena. I drew a little graphic for it and everything. lol

I was about to make the former rebel soldiers fight it... but then...it was erased from existence...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **September 13, 2009, 10:07:22 am**

Metaphysical question:

Is Christes affected by this? I mean, if dwarves *can* come back from the underworld because of the time loop, then it highly suggests that the underworld wwas affected as well.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 13, 2009, 10:11:55 am**

I hope- waaaaaitaminnit
Tradan will be alone and sexless again!
D:

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 11:02:30 am**

Quote from: Christes on September 13, 2009, 10:07:22 am
Metaphysical question:
Is Christes affected by this? I mean, if dwarves *can* come back from the underworld because of the time loop, then it highly suggests that the underworld wwas affected as well.

Christes, Tradan, and even Myth are unaffected by this. The time loop goes back only to the beginning of post 851 on page 57. You are all still safely experiencing eons of misery.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 11:09:11 am**

Three years isnt even that much. At least...not if I was running at 50-100 FPS. I get about 14-16 FPS these days (up from 6). It spikes to 20-24 sometimes. It slows down when ambushes or too much stone is around (i.e. all the time).

t goes back to the year that the pyramid was built. It actually goes back to before I built these two tower things in front of the temple. I was just finishing them up too. :-\

Oh well, fuck those tower/obelisk things. They probably looked stupid in 3Dwarf. Ill just build the pyramid this time around. And Im going to make more dwarves into masons.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 11:12:29 am**

Oh and Dunem Trickscars is following the Duchess around now. Shes not glitched and stuck at the top of the stairs!

I wonder how many other bugs are fixed by me cleaning off my computer? I'm gonna try uploading the map again...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **September 13, 2009, 11:52:37 am**

Quote from: MrGimp on September 13, 2009, 11:02:30 am

Quote from: Christes on September 13, 2009, 10:07:22 am

Metaphysical question:

Is Christes affected by this? I mean, if dwarves *can* come back from the underworld because of the time loop, then it highly suggests that the underworld wwas affected as well.

Christes, Tradan, and even Myth are unaffected by this. The time loop goes back only to the beginning of post 851 on page 57. You are all still safely experiencing eons of misery.

I know. But did the last 3 years in the eons of misery not occur?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 13, 2009, 12:00:17 pm**

I'm alive?
FUCK YES.
TIME TO SHOOT BOLTS AND CHEW +cat tallow gum+
...and I'm all out of gum...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 12:15:26 pm**

Quote from: Tradanbattlan on September 13, 2009, 12:00:17 pm

I'm alive?
FUCK YES.
TIME TO SHOOT BOLTS AND CHEW +cat tallow gum+
...and I'm all out of gum...

Nah you're not alive, unless you call floating in an infinite void tied to your bloody mangled mutilated girlfriend living.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 12:17:13 pm**

Quote from: Christes on September 13, 2009, 11:52:37 am

Quote from: MrGimp on September 13, 2009, 11:02:30 am

Quote from: Christes on September 13, 2009, 10:07:22 am

Metaphysical question:

Is Christes affected by this? I mean, if dwarves *can* come back from the underworld because of the time loop, then it highly suggests that the underworld wwas affected as well.

Christes, Tradan, and even Myth are unaffected by this. The time loop goes back only to the beginning of post 851 on page 57. You are all still safely experiencing eons of misery.

I know. But did the last 3 years in the eons of misery not occur?

I suppose they have 'unoccured'...but we'll assume they occur again in the exact same way. Myth is still crucified by the kneecaps to the Tree of Woe!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 12:18:21 pm**

Okay, the map actually uploaded this time!! Amazing what a computer wipe can do, huh?

Linky (<http://mkv25.net/dfma/map-6951-blockedlance>)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **September 13, 2009, 12:22:49 pm**

Have I still got my title?

Also, how many fourmite dwarfs were un-named/un-migrated?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 13, 2009, 02:23:19 pm**

Quote from: Akigagak on September 13, 2009, 12:22:49 pm

Have I still got my title?

Also, how many fourmite dwarfs were un-named/un-migrated?

You've had your title since the 220s or even before.

Only 3 dwarves were unmigrated, but I migrated them back.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Samus1111111** on **September 13, 2009, 04:04:00 pm**

for some reason, when I thought of Blockedlance without seeing the map, I thought of a Boatmurdered type map (large cliff with the temple and pyramid outside :P) (oh, and of course, blood, vomit, and stuff lying all over the place ;D)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **September 13, 2009, 08:55:27 pm**

Grigrak, being a partially ethereal entity that is somewhat timeless in and of itself, should be unaffected by the time warp, I think.

Eberdek should be having lots of deja vu, me thinks.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 13, 2009, 09:16:17 pm**

Please tell me the Microline Monsters will be reintroduced into the arena.
That'd be nice.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 14, 2009, 10:06:29 am**

Eh, three years makes no difference when you've been around longer than the current age.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 14, 2009, 06:45:23 pm**

Is my first badass champion alive again?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **mythmonster2** on **September 15, 2009, 06:36:44 pm**

A little story that I just made up about the events and my little hell. Sorry if you were already planning to make a post about what happened to those dead.

Myth rose up from the floor. As always, Hans was standing there, ready to greet him. "Hello, my little rebel dwarf! I've got some news for you! Blockedlance, you know, that place where you died, but who could forget that, has just been purified of all evil!"

Myth stared in disbelief. "So... Queen Urist... she is dead?"

Derisive laughter answered him. "Oh, not quite. Great Lord Armok wasn't quite pleased with his greatest temple becoming a bastion of elfdom, so he reversed time!"

Myth continued staring. "If time has been reversed... than I am free of this hell! I will be back, and this time Urist will per- AAAAGH!"
Myth could only stare as Grim Grom touched his spine, disintegrating it and making him lose consciousness almost immediately.

"Ohoho, not that far, my friend. We will be acquaintances for quite some time. Quite some time indeed"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **September 16, 2009, 09:51:09 am**

I always think that demons are far more creepy when they're acting as if they're having tea and biscuits with you, without actually saying anything to do with their actual 'job'.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 16, 2009, 04:20:27 pm**

"Would you like a biscuit?"
"Why thank you. May I have your soul with that?"
"Of course, good sir."
"Jolly good.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 17, 2009, 07:54:57 am**

"One sugar or two?"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **September 17, 2009, 01:05:01 pm**

I was imagining a more one sided conversation.
'So, how's your day been, old chap?'
Incoherent screaming
'Ah, well, that's true I suppose, tea?'
Slightly more coherent screaming, now with added rage
'Well, that's impolite.'

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 17, 2009, 10:00:12 pm**

Quote from: Jackrabbit on September 14, 2009, 06:45:23 pm
Is my first badass champion alive again?

Nah, he rotted away in the Valhalla Cave long ago. But if it makes you feel better, he was given a grand funeral.

Kurk Quarcane played 'Will Ye No Come Back Again?' on some bagpipes.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 18, 2009, 04:48:07 am**

Now, fire my remains into space somehow, to come back in Blockedlance 3!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **September 18, 2009, 05:05:02 am**

Congratulations for this fantastic story! It took me 3 days to read it all, dangerously elongating my coffee breaks to unproductive lenghts, but it was worth it! I've started playing DF a month ago, and for now had only read the tale of Boatmurdered. I found Blockedlance to be as much entertaining. For sure, it will fuel my will to play this game longer to be able to try something of this scale someday. Of course, i'll humbly request to join the fun if you see fit. You can call that dwarf Soviet Travolta, or just Travolta if you prefer, and give him the role his name fits the best. As long as i end up having my name on a badly horribly scuplted tombstone inside Blockedlance catacombs, i'll be a happy dwarf.

Edit: oh and hi first post o/

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 18, 2009, 05:35:23 am**

Hello terrifying avatar! And newcomer attached!

You'll fit in just fine.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **September 18, 2009, 06:10:16 am**

Oh yeah, i hope i'll keep this Escaped Lunatic title for quite some time.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 18, 2009, 07:11:52 am**

5 to 10 posts and you've joined the masses my friend.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 18, 2009, 10:02:49 am**

I'm still watching this damned bay.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 12:31:10 am**

Chapter #10 1/2 - A Not As New Dawn

Spring 234 again.

FPS: 90polis RifotkÜbuk. "Blockedlance"9th Granite. 234. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices	
								Currency	
								Justice	
Created Wealth:		9390937*		Population:		59		Champions	
Weapons:		556351*		Miners		4		Axe Lords	
Armor and Garb:		617126*		Woodworkers		2		Swordsdwarves	
Furniture:		1429395*		Stoneworkers		1		Swordmasters	
Other Objects:		3021972*		Rangers		None		Macedwarves	
Architecture:		2043885*		Metalsmiths		2		Mace Lords	
Displayed:		1555097*		Jewelers		2		Hammerdwarves	
Held/Worn:		167131*		Craftsdwarves		6		Hammer Lords	
Imported Wealth:		2764131*		Nobles/Admins		10		Spearwarves	
Exported Wealth:		208862*		Peasants		None		Spearmasters	
Food Stores:		16237		Children		1		Marksdwarves	
Meat		14		Fishery Workers		None		Elite Mrksdwrve	
Fish		5		Farmers		13		Wrestlers	
Plant		315		Engineers		2		Elite Wrestlers	
				Trained Animals		A		Recruits	
				Other Animals		A			

Queen Urist sat in the royal throne room, surrounded by her doting courtiers. She was totally disoriented. How did she get here?

"Your majesty?" asked Mogror.

"Huh?" mumbled the Queen.

"You were giving us orders," smiled Mogror nervously. Had she finally lost it? Even more?

"Orders?"

"Yeah you were telling us to go rebuild the roads, and lay the foundation of a great pyramid to celebrate your twenty fifth anniversary as Queen of the Ageless Matched Lashes!"

"No that cant be right...we already did all that!" laughed the Queen.

"Errr..." Mogror looked about nervously.

There was a long awkward silence. Urist was confused, so she just went along with it. "Fine fine...go rebuild the roads. Build me a pyramid! Just get out of here!"

"Yes your majesty!" shouted Mogror and the other courtiers. They rushed out of the room before the psychotic Queen could inflict her wrath upon them.

"What in the blazes is going on?" shouted the Queen into the silent room. She paced about her palace, and eventually found her way to the Dining Hall where Eberdek was sitting at a table sobbing uncontrollably. "Eh...what's wrong peasant?"

"Oh...uhhh....your majesty....I uhhh....it's just....these sugar roasts.....I SWEAR I've already eaten these! I know it! I can't take it anymore!"

"Pull it together! You're going to be eating a lot more of those before my feasting is done..." Urist paused. "Yes...feasting. Twenty-fifth anniversary....this is 234 again! I remember this!"

"I'm gonna be sick!" groaned Eberdek as he put his hand to his mouth.

A guard rushed forward from the doorway of the Dining Hall. "My Gods! He's been poisoned your majesty!"

"No...I never got poisoned in 234." Urist grabbed a sugar roast and bit into it. "God I love these roasts!"

Urist then made her way to the temple. There amidst the scent of death she communed with her God and was informed of the great tragedy that had befallen Blockedlance. The things he said felt almost like memories to her...but not quite. It was all very vague and dream like. She couldn't tell what was real, but decided she could of course trust the Blood God.

When the Elves came in the Spring, she was ready for them, for she had already known they were coming. The elf horde was slaughtered to an elf, not one drop of blue blood fell on our sweet temple. It was glorious...but Urist was still depressed to see that the Pyramid hadn't even been started yet. It was going to be a looooong couple decades before that edifice was complete.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **September 19, 2009, 12:37:19 am**

Eww, eating gobs and gobs of dwarven caramel. A pitiable existence that suits Eberdek perfectly.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 01:07:35 am**

Quote from: Soviet Travolta on September 18, 2009, 05:05:02 am

Congratulations for this fantastic story! It took me 3 days to read it all, dangerously elongating my coffee breaks to unproductive lenghts, but it was worth it! I've started playing DF a month ago, and for now had only read the tale of Boatmurdered. I found Blockedlance to be as much entertaining. For sure, it will fuel my will to play this game longer to be able to try something of this scale someday.

Of course, i'll humbly request to join the fun if you see fit. You can call that dwarf Soviet Travolta, or just Travolta if you prefer, and give him the role his name fits the best. As long as i end up having my name on a ~~badly~~ horribly scuplted tombstone inside Blockedlance catacombs, i'll be a happy dwarf.

Edit: oh and hi first post o/

Haha thanks dude!

Hmmmm....I think Soviet Travolta would be a good name for the Duke's son. The once and future Queen's Consort!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 01:40:42 am**

Hey I mentioned Will Ye No Come Back Again earlier....check this guy on youtube out (if anyone likes sad Scottish funeral dirges). He sings it pretty good...he even looks dwarfy!

<http://www.youtube.com/watch?v=vg5bLOQr1MM> (<http://www.youtube.com/watch?v=vg5bLOQr1MM>)

Ahhh, the sad melodies of heartbreaking pain and irreparable loss! There's nothing I love more than brutally crushed hopes. :D

Interesting fact -
It was written about an English Prince (Bonnie Prince Charles) that belonged to the Catholic branch of the English royal family (the Stuarts). His father had his crown revoked. Charles grew up wanting to seize it back. He landed in Scotland and took an army of Highlanders to win glory and power. He failed. He fled with the help of the Scotsmen and never did come back again. He eventually died in exile without an heir. The Scottish people were brutally punished by the new English king.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 01:42:22 am**

Speaking of songs about royalty...look at this!!!

<http://www.youtube.com/watch?v=taeNMhlf5PU> (<http://www.youtube.com/watch?v=taeNMhlf5PU>)

Can you believe someone would say this about our beloved Queen? Treason! Blasphemy!

The Queen is NOT amused!



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 19, 2009, 05:54:42 am**

Quote from: MrGimp on September 19, 2009, 01:42:22 am

Speaking of songs about royalty...look at this!!!

<http://www.youtube.com/watch?v=taeNMhlf5PU> (<http://www.youtube.com/watch?v=taeNMhlf5PU>)

Can you believe someone would say this about our beloved Queen? Treason! Blasphemy!

The Queen is NOT amused!



I imagine urist to look like that, but with a matted beard.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **September 19, 2009, 07:50:44 am**

May I request a dwarf, or will I regret that later?

:P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 19, 2009, 10:18:05 am**

[Quote from: Plank of Wood on September 19, 2009, 07:50:44 am](#)

May I request a dwarf, or will I regret that later?

:P

You probably can request a dwarf, and have a garuntee of regretting that later.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **September 19, 2009, 11:08:14 am**

Unless you're into that sort of thing...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 11:25:25 am**

[Quote from: Plank of Wood on September 19, 2009, 07:50:44 am](#)

May I request a dwarf, or will I regret that later?

:P

Sorry. Regrets are included. ;D

What do you want to name the dwarf?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **September 19, 2009, 11:38:46 am**

[Quote from: MrGimp on September 19, 2009, 11:25:25 am](#)

[Quote from: Plank of Wood on September 19, 2009, 07:50:44 am](#)

May I request a dwarf, or will I regret that later?

:P

Sorry. Regrets are included. ;D

What do you want to name the dwarf?

I'm half wanting it to call it Winston Smith.

Infact, yes, call the Dwarf Winston.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 01:21:55 pm**

[Quote from: Plank of Wood on September 19, 2009, 11:38:46 am](#)

[Quote from: MrGimp on September 19, 2009, 11:25:25 am](#)

[Quote from: Plank of Wood on September 19, 2009, 07:50:44 am](#)

May I request a dwarf, or will I regret that later?

:P

Sorry. Regrets are included. ;D

What do you want to name the dwarf?

I'm half wanting it to call it Winston Smith.

Infact, yes, call the Dwarf Winston.

Sure Ill add him. We basically have no men though. And absolutely no un-named male Armok worshipers. You'll probably be a heathen peasant farmer or something. Ill put you to work on the pyramid. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **September 19, 2009, 01:36:40 pm**

Sounds fitting for the Dwarf version of Winston Smith.

Unless you decided to make him a member of your propaganda team, then he REALLY will be a Winston McDwarf. Also if you wish to end him, make sure you only kill him by looking up his worst fear/hated animal/object and using that to kill him. Generally, use Room 101.

Overall, doubleplusgood.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 01:41:10 pm**

Urist was walking down the halls. Suddenly she came upon a dwarf that was hauling massive stones up from the depths of the fortress. She saw a flash in her mind...this dwarf had no flesh...his face was a skull!

She screamed in terror. Her guards that always followed her looked awkwardly at each other.

Urist looked back at the dwarf. He did indeed have skin afterall. Urist calmed down. "Oh...Fil....hey there," said the Queen.

"Uhhh....hello your majesty," answered Fil slowly. It was always bad to have the Queen notice you. "Did I do something wrong your majesty? I will whip myself if I did!"

"No no....it's just....so weird," Urist spoke. "I remember burying you!"

There was silence. Fil mentioned having to get the stone to the stockpile and quickly skulked off. Suddenly a voice rang out from behind the Queen.

"What's all the commotion? Are you all right, your majesty?" Urist turned to see Lord Lego standing before her, living and breathing.

"AAAAAHHHHHHH!!!!" she shrieked again.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 01:43:55 pm**

Quote from: Plank of Wood on September 19, 2009, 01:36:40 pm

Sounds fitting for the Dwarf version of Winston Smith.

Unless you decided to make him a member of your propaganda team, then he REALLY will be a Winston McDwarf. Also if you wish to end him, make sure you only kill him by looking up his worst fear/hated animal/object and using that to kill him. Generally, use Room 101.

Overall, doubleplusgood.

As a builder of the pyramid, Winston will probably end up serving in the next cult of freemasonry. So yeah, it'll be pretty 1984ish! :)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **September 19, 2009, 01:48:32 pm**

Quote from: MrGimp on September 19, 2009, 01:07:35 am

Hmmmm....I think Soviet Travolta would be a good name for the Duke's son. The once and future Queen's Consort!

If i'm not mistaken, that would be mean...that i'd be destined to breed the Mother Queen? That would be awesome! That would also mean great opportunities to write in-character impressions of Urist's love parades, so that the world could know more about another twisted side of her personality. :) One question remains: if she was an Ant queen, devouring her breeder before she lays her first eggs, would she ask Eberdek to taste the unfortunate "stallion"?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 02:20:09 pm**

Quote from: Soviet Travolta on September 19, 2009, 01:48:32 pm

One question remains: if she was an Ant queen, devouring her breeder before she lays her first eggs, would she ask Eberdek to taste the unfortunate "stallion"?

Of course. Rules are rules.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **September 19, 2009, 02:56:36 pm**

Quote from: MrGimp on September 19, 2009, 02:20:09 pm

Quote from: Soviet Travolta on September 19, 2009, 01:48:32 pm

One question remains: if she was an Ant queen, devouring her breeder before she lays her first eggs, would she ask Eberdek to taste the unfortunate "stallion"?

Of course. Rules are rules.

Ew. That's disgusting.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Grath** on **September 19, 2009, 08:53:49 pm**

Quote from: Jim Groovester on September 19, 2009, 02:56:36 pm

Quote from: MrGimp on September 19, 2009, 02:20:09 pm

Quote from: Soviet Travolta on September 19, 2009, 01:48:32 pm

One question remains: if she was an Ant queen, devouring her breeder before she lays her first eggs, would she ask Eberdek to taste the unfortunate "stallion"?

Of course. Rules are rules.

Ew. That's disgusting.

. . . And where have you been the past, oh, half of this thread?

(Which I just got done reading. Epic story. Could very well be enough to pull me out of the DF-slump I'm in due to the last fort hitting the Death Zone of low FPS and my starting college)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **September 19, 2009, 09:47:42 pm**

Quote from: Grath on September 19, 2009, 08:53:49 pm
... And where have you been the past, oh, half of this thread?

Reading it, of course.

Just because I'm familiar with the brazen depravity and insanity of this thread doesn't mean I can't bemoan the situations my characters fall into. Which may or may not have been part of their description when I requested them.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 10:09:51 pm**

Quote from: Grath on September 19, 2009, 08:53:49 pm
Could very well be enough to pull me out of the DF-slump I'm in due to the last fort hitting the Death Zone of low FPS and my starting college)

Yeah I hit that FPS death zone about 20 some odd dwarf years ago. You just cant melt down or atom smash all that elf and goblin junk fast enough. Even Blockedlance's occasional cleansing fires cant do away with enough stuff to bring my FPS back above 20. Im actually back down below 10 again at the moment. I just keep chugging along.

I have formulated a plan to rid myself of the detritus of thirty years of warfare. It involves something very near and dear to the dwarven heart.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 19, 2009, 10:31:54 pm**

Queen Urist made her way to the surface after the great spring elf slaughter. There among the fly ridden bodies, she found the blasted elf that had caused this mess. She found the elf that had been fated to die inside the Temple of Armok. Of course, this time around he had died along the outer walls, under a heap of horses and his comrades. Urist grabbed his freshly lifeless body. Dwarves stopped and stared at the spectacle of the mad queen dragging the elf corpse into the center of the courtyard. She gave a short speech about how this was the fate of all those that opposed her rule, or her God. Then she set the elf corpse on fire, sacrificing him to Armok.

Meanwhile...in a more ethereal realm, the spirit of that very elf was just waking up. He was disoriented. He rubbed his eyes and looked about. All he saw was an empty barren rocky landscape. He stood up. Immediately upon standing he felt incredibly woozy.

"Oh my God I need to sit down!" he groaned as he put his hands to his head and stumbled to the ground. He sat there for a moment, before the pain of a jagged rock intruded his rest. "Blasted rocks!" He looked around again. He hadn't noticed it before, but there was a chair sitting not too far away. He dizzily made his way to the chair and plopped himself down in it. After a moment he tried to readjust himself in the chair, and then again.

"My heavens this chair is quite uncomfortable!" he shouted. He stood up and looked around. He hadn't noticed it, but there was ANOTHER chair not far away. "Oh, that one looks nice!"

He sat in the chair, but the cushion was lumpy. He found another chair, but it didnt even HAVE a cushion! Another chair was uncomfortably low to the ground, another was uncomfortably high...there were chairs that were too hot to sit on, chairs that were too cold. There were chairs made of stone, chairs made of wood, chairs made of soap....but all of them, every last one, was totally and completely uncomfortable.

It began to occur to him that he might never find somewhere comfortable to sit. Then it dawned on him where he was. It was the most damnable fate for an elf. "Oh my God! I'm in the Hell of Uncomfortable Chairs!!!"

He knew his soft elven ass would never know comfort again...his heart broke and he wept uncontrollably.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **September 19, 2009, 10:42:53 pm**

HAHAHA, oh wow. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 19, 2009, 11:35:04 pm**

No! Not the Hell of Uncomfortable Chairs!
The horrors!

I'm just glad it's not as bad as the "Hell of Solitude Exept For Whoever You Have Slept With"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **September 20, 2009, 04:29:15 am**

What about "Hell where you stub your toe every 3 metres"?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 20, 2009, 06:17:15 am**

What about, 'Hell of force read Lemon Fanfics of Watership Down?'

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Randall Octagonapus** on **September 20, 2009, 09:55:22 am**

What about the Hell of listening to names of other Hells all day

P.S. I love watership down

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 20, 2009, 06:13:56 pm**

Exactly. Many people love watership down. Imagine the horror of being read lemons of it for all eternity!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Randall Octagonapus** on **September 20, 2009, 06:29:09 pm**

Quote from: Jackrabbit on September 20, 2009, 06:13:56 pm
Exactly. Many people love watership down. Imagine the horror of being read lemons of it for all eternity!

The Horrerrrrroooooorrrrrrr

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 20, 2009, 06:31:46 pm**

Speaking of the many hells of Armok's domain, how is Tradan and Christes doing? I sure hope they are fine. It'd be fucking awesome if they somehow influenced an event as ghosts.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **September 21, 2009, 12:11:59 am**

Quote from: Tradanbattlan on September 20, 2009, 06:31:46 pm
Speaking of the many hells of Armok's domain, how is Tradan and Christes doing? I sure hope they are fine. It'd be fucking awesome if they somehow influenced an event as ghosts.

Quote from: Tradanbattlan on September 20, 2009, 06:31:46 pm
Speaking of the many hells of Armok's domain, how is Tradan and Christes doing? I sure hope they are fine.

Quote from: Tradanbattlan on September 20, 2009, 06:31:46 pm
how is Tradan and Christes doing? I sure hope they are fine.

Quote from: Tradanbattlan on September 20, 2009, 06:31:46 pm
I sure hope they are fine.

Quote from: Tradanbattlan on September 20, 2009, 06:31:46 pm
fine

hahahahahahaha

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 21, 2009, 12:38:18 am**

hahahahahabothyourreproductiveorgansjusttrottedoffhahahahaha

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **September 21, 2009, 01:01:14 am**

Is it me or does Jackrabbit have a thing for the removal of reproductive organs?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 21, 2009, 03:34:15 am**

I can assure you it's not a fetish.

It's just that an arm falling off just seems... less important. Sure, it'd impact your life more directly, but I think all males fear not having a penis.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **September 21, 2009, 11:14:42 am**

As far as I'm aware, they've been shagging constantly for several years now.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Reasonableman** on **September 21, 2009, 01:16:37 pm**

This is just the *weirdest* point in this thread to jump in on. I honestly have no clue what is going on here.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 21, 2009, 03:21:14 pm**

Quote from: Christes on September 21, 2009, 01:01:14 am
Is it me or does Jackrabbit have a thing for the removal of reproductive organs?

My reproductive organs have brought me nothing but trouble.

But yeah...Jackrabbit is right. I'd still rather be one-armed than two-legged.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 21, 2009, 03:31:17 pm**

Quote from: Reasonableman on September 21, 2009, 01:16:37 pm
This is just the *weirdest* point in this thread to jump in on. I honestly have no clue what is going on here.

You're just being far too reasonable Reasonableman, that's all. ;D

A brief summary of the story -
A dwarven civilization on the brink of destruction strikes adamantine and the outpost was slaughtered by demons. A reclaim party is sent, but only one survives - a dwarf named Urist. Urist lived like a hermit for a while before the Queen came. Then Urist killed the Queen and made herself Queen. Then she assassinated the Duke. Then she built a temple to Ber Steelearthen...but it was ***really*** a Temple to Armok. So she fooled everyone into going along with sacrifices to ~~Armok~~ Ber Steelearthen. Then there was a rebellion because some stubborn dwarves didn't want to be sacrificed or something weird like that. Then Urist drowned some of them, and then kicked the others' asses. Then she started building a pyramid.

That's where we're at so far.

We're at the part where Queenie hits the Quarcaine a bit hard

When the elf corpse had burnt to a crisp, and lay in the courtyard smoldering, the High Priest Kulaka came forward. He carried the artifact wooden scepter carved long ago. He marched to the edge of the moat and began chanting in ancient Dwarvish.

As he did so, dwarves began gathering. The Queen climbed to the top of the battlements and spoke down to the dwarves below, "Hear me, my flock! Many of you do not believe in the might of my God...but it is HE that holds back the darkness. With his help, I have rebuilt our nation! Who questions the glory of our God when they look at his temple? Who can question the wealth He has brought to this place?"

There was silence among the crowd below.

"Yet still some of you snicker in the hallways...complaining that this wealth had too high a price. You complain that you have lost too many loved ones. You do not even thank our Lord above for the pain he has given you! It can only make you stronger!"

At this point a couple of the more beardedly dwarves clapped their hands and shouted out in agreement.

"Yes my dwarves! Hear this from me, for I was not born to the purple! I clawed my way to it! Strength is all that matters! I will make our nation strong again! I ask only that you stand with me!"

The crowd applauded and cheered, not wanting to be considered a rebel or traitor.

"Good! Those who are strong enough to stand beside me shall share in the riches of our great new mountain-home! For with the help of our Lord, nothing is impossible!!! High Priest, commence the conjuring!"

High Priest Kulaka raised the scepter, and shouted another line of ancient dwarvish. Then he plunged the scepter into the water of the moat. Immediately the surface of the water burst into flames, knocking the High Priest back...



The dwarves ran to the entry ways and battlements to see what had happened. The water was no longer blue...it was red. And as some of the dwarves neared it, they were struck by it's heat. Suddenly they realized what it was. All of the fighting and rebellion, all of the doubts about the Queen and the Priests, they were all swept away instantly. The Queen had brought about something no other dwarf had ever been able to do. It was the ultimate dwarven alchemy. Humans sought to turn things into worthless gold. That was nothing. No. The great Queen Urist had turned water into magma! (okay technically lava)



The dwarves shouted, nearly in unisonm "Long live Queen Urist! Gods save the Queen!". They dropped to their knees - every one of

them - and began cheering and bowing and clapping their hands.

Now...at last....Blockedlance had everything!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **September 21, 2009, 04:22:54 pm**

And the whole world burned, burned, burned, and we're the ones that did it! (<http://www.youtube.com/watch?v=IBIFWueHNJY>)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 21, 2009, 04:29:11 pm**

It's the end of the world as we know it!
It's the end of the world as we know it!
It's the end of the world as we know it!
And I feel fine~!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Randall Octagonapus** on **September 21, 2009, 05:18:50 pm**

how the hell did you do that?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 21, 2009, 06:47:11 pm**

I spilled my awesome sauce upon the ground, and holy magma frothed up from it.

Spoiler (click to show/hide)
I used tweak.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 22, 2009, 10:52:41 am**

Is Mogror dying, or just laughing?
It's rather hard to tell.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **September 22, 2009, 12:11:14 pm**

I honestly really want to make Winston McDwarf some diary entries, but I don't think I could write them epicly enough to match the thread.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 22, 2009, 01:02:31 pm**

Quote from: Maggarg - Eater of chicke on September 22, 2009, 10:52:41 am
Is Mogror dying, or just laughing?
It's rather hard to tell.

With all the new engineering possibilities opened up by infinite magma placed exactly where it is needed, I think Mogror is crapping himself with glee! Err...IF he were wearing any clothes which he could crap that is. I suppose in reality he's just crapping the floor.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 22, 2009, 01:05:42 pm**

Quote from: Plank of Wood on September 22, 2009, 12:11:14 pm
I honestly really want to make Winston McDwarf some diary entries, but I don't think I could write them epicly enough to match the thread.

Feel free to write diary entries or things like that, epic or not (that goes for everybody). If it conflicts with the story somehow Ill step in and lay down the law.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 22, 2009, 02:28:03 pm**

Quote from: MrGimp on September 22, 2009, 01:02:31 pm
Quote from: Maggarg - Eater of chicke on September 22, 2009, 10:52:41 am
Is Mogror dying, or just laughing?
It's rather hard to tell.

With all the new engineering possibilities opened up by infinite magma placed exactly where it is needed, I think Mogror is crapping himself with glee! Err...IF he were wearing any clothes which he could crap that is. I suppose in reality he's just crapping the floor.

That's an image too awful to contemplate

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 22, 2009, 03:21:46 pm**

Quote from: Maggarg - Eater of chicke on September 22, 2009, 02:28:03 pm
Quote from: MrGimp on September 22, 2009, 01:02:31 pm
Quote from: Maggarg - Eater of chicke on September 22, 2009, 10:52:41 am
Is Mogror dying, or just laughing?
It's rather hard to tell.

With all the new engineering possibilities opened up by infinite magma placed exactly where it is needed, I think Mogror is crapping himself with glee! Err...IF he were wearing any clothes which he could crap that is. I suppose in reality he's just crapping the floor.

That's an image too awful to contemplate

And yet too hilarious not to! ;D

"What? Why? It smells foul down there!"

"Shut up! It is the only way! Also, in reward for doing this for me, I shall christen you with a new ancient dwarvish name, as is proper for the nobility. From now on your name is Travolta!" exclaimed the Queen with her hands in the air.

"Travolta?"

"Yes! And I hereby give you the title of Duke, and you shall hold the office of the Supreme Soviet!!!"

"Wait...my mom is the Duchess...how can I be Duke...unless....uhhh....hey Im not doing THAT alright!"

"I'll make her Grand-Duchess. Right under Queen."

"Ohhh...she'll like that! But....what is this office of the Supreme Soviet?"

"You will lead my new secret cult....the Stonecutters! The Grand Master of the Stonecutters' title is the Supreme Soviet!"

"Soviet Travolta eh? I like the sound of that !"

"Good. Now get in my belly!!!" yelled the Queen as she grabbed the Duke/Supreme Soviet and dragged him down the hall towards the death pits.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **September 23, 2009, 12:02:23 pm**

*Who Keep Atlantis off the Maps? Who keeps the Martians under wraps?
We do, we do!*

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 23, 2009, 12:08:10 pm**

Stonecutters Song (<http://www.youtube.com/watch?v=eQ-KZyniB4c>)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Labs** on **September 23, 2009, 02:45:25 pm**

I would like to request another dwarf. Name him/her Curly and make him/her a ~~freemason~~ stonecutter.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **September 23, 2009, 03:00:17 pm**

Quote from: MrGimp on September 23, 2009, 11:53:21 am

"Good. Now get in my belly!!!" yelled the Queen as she grabbed the Duke/Supreme Soviet and dragged him down the hall towards the death pits.

... I think you broke my brain.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **September 23, 2009, 03:23:41 pm**

Hehe that is great! What a strange feeling to be at the same time glad and embarrassed for giving you such elements to build on. That said, I'm probably going to experience a whole array of strange feelings very soon anyway.

Also, that may be due to the fact i'm not a native english speaker, but i felt that it would sound better if Travolta was the 'Soviet Supreme', instead of regular 'Supreme Soviet'. But maybe that's just me, so do as you please.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 23, 2009, 05:20:21 pm**

Quote from: Soviet Travolta on September 23, 2009, 03:23:41 pm

Hehe that is great! What a strange feeling to be at the same time glad and embarrassed for giving you such elements to build on. That said, I'm probably going to experience a whole array of strange feelings very soon anyway.

Also, that may be due to the fact i'm not a native english speaker, but i felt that it would sound better if Travolta was the 'Soviet Supreme', instead of regular 'Supreme Soviet'. But maybe that's just me, so do as you please.

Yeah English is backwards compared to most other European languages (or maybe most other languages period).

Like in Spanish, its 'El Pollo Loco'...but in English that translates to 'The Chicken Crazy', even though it MEANS 'The Crazy Chicken'.

Soviet Supreme sounds funny to me, probably the same way Supreme Soviet sounds funny to you, haha!

Buuuuuutttttt.....now that I think about it....Soviet means like a congress or union or council. So Supreme Council would mean more than one person...Council-Member Supreme does sound more like a title for one person. So that means then that the Stonecutters are the Supreme Soviet (the highest council) and it is headed by the Soviet Supreme (the council chairman). Ill go with that.

Okay, Ive probably confused everyone now! lol

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **September 23, 2009, 05:24:02 pm**

I really hope im not drinking magma now, due to all the water being turned into magma....at least i can smelt stuff now.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 23, 2009, 05:24:33 pm**

Quote from: Labs on September 23, 2009, 02:45:25 pm

I would like to request another dwarf. Name him/her Curly and make him/her a ~~freemason~~ stonecutter.

Sure Ill add you in again...I probably wont get to play again till the weekend though.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 23, 2009, 05:26:14 pm**

[Quote from: Eagle on September 23, 2009, 05:24:02 pm](#)
I really hope im not drinking magma now, due to all the water being turned into magma....at least i can smelt stuff now.

Nah just the moat was made into lava, theres still an underground river and a water system. Thats what youre drinking out of.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 23, 2009, 05:33:02 pm**

I'm not the only person who thought that a Soviet Supreme was a type of Russian Big Mac, am I?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **September 23, 2009, 05:39:42 pm**

[Quote from: Jackrabbit on September 23, 2009, 05:33:02 pm](#)
I'm not the only person who thought that a Soviet Supreme was a type of Russian Big Mac, am I?

A quarter pound of yak beef slathered in borscht. You've never had a burger like this comrade!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **September 23, 2009, 05:43:48 pm**

And if you question us, you never will again!

That was the 40s of course. Things were different then.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **September 23, 2009, 10:25:33 pm**

[Quote from: MrGimp on September 23, 2009, 05:20:21 pm](#)
Yeah English is backwards compared to most other European languages (or maybe most other languages period).
Like in Spanish, its 'El Pollo Loco'...but in English that translates to 'The Chicken Crazy', even though it MEANS 'The Crazy Chicken'.

It's important to make a distinction between Germanic and Romance Languages here. In my experience, when most people are told to think of a European language, they think of Spanish, French, Italian, or some other romance language. These languages have no problems with adjects behind nouns. In my experience, however, Germanic languages all tend to agree with their red-headed cousin, English, when it comes to this.

Anyway, this is page 69? It's 21 for me ;)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **September 23, 2009, 10:28:27 pm**

sharpens axe, ready for Elves.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **September 23, 2009, 11:24:26 pm**

[Quote from: MrGimp on September 23, 2009, 05:39:42 pm](#)
[Quote from: Jackrabbit on September 23, 2009, 05:33:02 pm](#)
I'm not the only person who thought that a Soviet Supreme was a type of Russian Big Mac, am I?
A quarter pound of yak beef slathered in borscht. You've never had a burger like this comrade!

This is basically how my family makes borscht. A giant hunk of meat in the borscht, either beef or chicken (whatevers in the fridge) and its delicious.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **September 23, 2009, 11:40:59 pm**

Nothing beats Hobo Hash.
Nothing.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **September 24, 2009, 07:39:18 am**

Neat gin and steak sandwich, or possibly Theakston's Old Peculier and a big cheese sandwich with chutney.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **September 27, 2009, 08:02:46 pm**

I've finished reading the epic saga of Blockedlance, and now I'm eagerly awaiting the next chapter.

It's time for the Duchess to be stuck with 'inspiration' and name herself 'Moose' and talk in the third person! ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 03, 2009, 01:45:06 am**

[Quote from: Moose Fisher on September 27, 2009, 08:02:46 pm](#)
I've finished reading the epic saga of Blockedlance, and now I'm eagerly awaiting the next chapter.
It's time for the Duchess to be stuck with 'inspiration' and name herself 'Moose' and talk in the third person! ;D

Sorry...the Duchess is taken. You can be one of her daughters if you want, though! :)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 03, 2009, 01:48:56 am**

A beautiful bearded duchlet named Moose.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 03, 2009, 01:55:38 am**

Sorry I didnt get an update last weekend. Ive been busy. Ive been adding a bunch of new stuff to my webpage. I make websites. I just added a forum to my page and it took me most of the week to finish that as well as some other things.

If anyone has a small business and needs a web page go to <http://www.wheresmypage.com> (<http://www.wheresmypage.com>) damnit! I suck, my stuff displays weird in Internet Explorer, and there are countless flaws and bugs...but I'm cheap(ish). No one else will make you a page and youtube commercials and provide traffic monitoring and all that jazz without charging thousands of dollars.

Of course....their stuff is higher quality....but damnit, I'm BEYOND QUALITY!!! I have transcended quality, to a higher plane of bare functionality. Stand in awe before me!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **October 03, 2009, 02:07:38 am**

Whoa, didn't see that coming. Too bad I'm just a student.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 03, 2009, 02:24:30 am**

Im a student too. 5-6 months ago I didnt even know how to code a web page. I only knew C++ code. Now I know 7 languages. Once you know C++/C# everything else is easy.

I dont like hawking my wares, but damnit, give me money! More money would allow me to buy some more RAM, which will run DF at FPS rates in the double digits! Then I could actually finish a game year in a weekend and get back to steady updates.

See how giving me all your hard earned money is in your best interest people?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Realmfighter** on **October 03, 2009, 11:55:16 am**

how many site have you sold?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 03, 2009, 12:49:42 pm**

Only 4. lol

But Im finally at the point where I think I'm good enough to start advertising. Advertising on Google and Yahoo costs a few hundred a month though. Bah!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **filiusenox** on **October 03, 2009, 02:45:46 pm**

Can you make my dude a stonecutter?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 04, 2009, 04:09:17 pm**

Quote from: [filiusenox on October 03, 2009, 02:45:46 pm](#)
Can you make my dude a stonecutter?

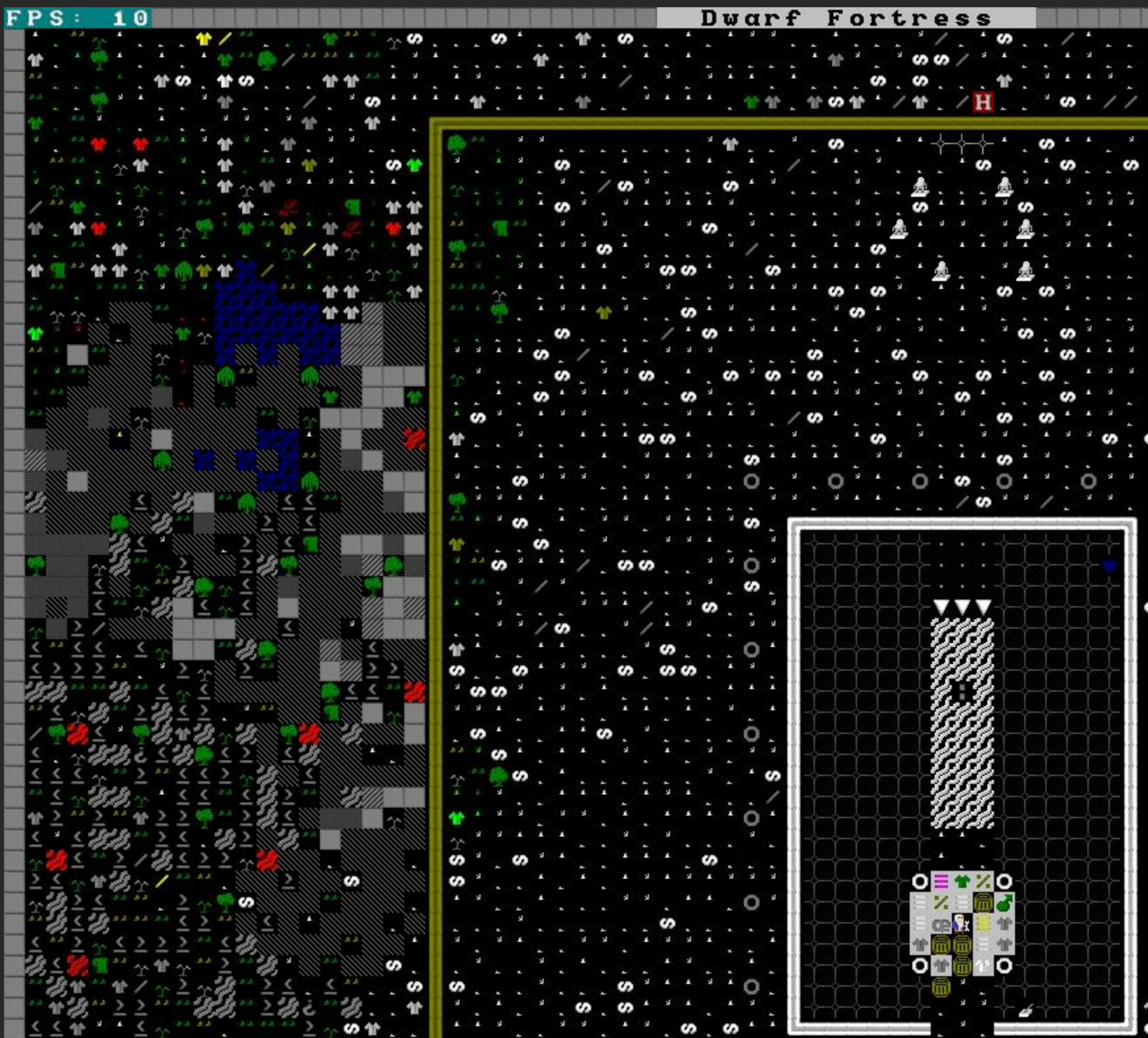
Sure.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 04, 2009, 04:20:18 pm**

I forgot to mention one fortunate side effect of Tweak. I think of it as a feature not a bug. Apparently, Tweaking with magma in DF causes random stuff to burst into flames upon load.



So theres a couple raging wildfires in Blockedlance right now.



I like this feature. Although, it may not even have been Tweak. I had temperature off for a while to save FPS, but I turned it back on with the lava moat because I wanted to melt or burn useless junk. There may have been burning stuff in the field for a while, but nothing could happen with temperature off.

This leads me to an interesting idea...if you let a fire burn, then turn temperature off once it's 95% done, then wait for everything to grow back, then turn temperature back on, could you have an eternally burning fortress?

This leads me to an interesting idea...if you let a fire burn, then turn temperature off once it's 95% done, then wait for everything to grow back, then turn temperature back on, could you have an eternally burning fortress?

Sounds like a plan ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 04, 2009, 06:02:43 pm**

Dude. You are a mad genius.
And not a regular mad genius.
A *maniacal* mad genius.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 04, 2009, 06:38:48 pm**

Quote from: Tradanbattlan on October 04, 2009, 06:02:43 pm

Dude. You are a mad genius.
And not a regular mad genius.
A *maniacal* mad genius.

That is the best compliment I have ever received!

When the nations of the world lie in ruins, and I have enslaved the Earth, you will be on the short list of people I do not have thrown in magma. Although...I may still have you flayed with glass. You know, just for old times sake. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 04, 2009, 06:46:06 pm**

Heres an odd twist...

In the previous branch of quantum reality, the Human Diplomat had been insane for many years, babbling incoherently and randomly shattering panes of glass. In this new divergent reality, Dunem thinks Blockedlance is a lovely place!



Dunem Trickscars finally meets with the Grand Duchess Slemsvamp. It only took her what....5-6 years, and then a jaunt back in time? Typical beardless female humans for you. At least she's grown accustomed to the dank mold and numerous blood stains. She even complimented the Grand Duchess on the fine corpse smell that comes up from the catacombs beneath the Grand Ducal residence.

Its good to see Dunem come back to her senses.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 04, 2009, 07:09:01 pm**

Winston Smith grabbed his tray of drab flavorless roasted mushrooms, and tiny drop of meat flavored gelatin. He walked down to the mess hall and sat next to his friends Curly, the tanner, and Fil the mason.

"Meat rations been raised to 4 grams per week!" smiled Curly, as he gnawed on a tiny morsel of rat fat.

Fil looked at Winston. The ration had been 6 grams the month before, and 8 grams before that. Fil, with droll sarcasm, turned back to Curly and said, "Yeah....double plus good."

Winston stuck his fork into the portion of his meal that somewhat resembled meat. It wasn't REAL meat of course...just sun-baked lard from the fat pile. It always tasted like vomit to Winston.

Just then, the newly titled Baron von Montague interrupted their meal. "I am a servant of the Lord Duke and Soviet Supreme, His Highness Travolta Sabretwilights! Are you the dwarf Fil?" he asked with an authoritative voice.

A rush of adrenaline flowed through Fil's system. This was it. He was going to be sent to pull a lever. "Ummm....yes." he said at last.

"You are hereby confiscated as property of the ancient and powerful Stonecutter's Guild. Come with me," Montague ordered.

Fil's chest lightened. This was great news! "Oh thank you, my lord!" This meant more labor...but it also meant higher rations. Fil looked at his two miserable friends, who were withering away from their poverty. "Can my friends come, too?"

"Can you stack stones?" asked Baron von Montague. Winston and Curly nodded. "Good enough. Let's go."

With that, the three dwarves began new lives...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 04, 2009, 08:27:36 pm**

Hurray!
This is a +pile of stones+. Engraved on it is a pictue of a stone by the dwarf Winston Smith. The stones are standing.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 04, 2009, 10:21:43 pm**

Okay the temperature is off again. Heres a picture of Blockedlance...



The eternal fire thing probably wont work...but I'm going to eventually flood the fields with lava either way (if you hadn't guessed that one already) so we'll be getting rid of all this surface junk no matter what.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 04, 2009, 11:08:46 pm**

I hope you have a method of
[Spoiler](#) (click to show/hide)
maintaining the flood

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **October 04, 2009, 11:12:05 pm**

Quote from: Tradanbattlan on October 04, 2009, 11:08:46 pm

I hope you have a method of
[Spoiler](#) (click to show/hide)
maintaining the flood

Yes. Its called
[Spoiler](#) (click to show/hide)
the map edge.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 05, 2009, 12:18:57 am**

Eberdek sat in the empty dining room in the barracks of the (currently non-existent) royal guards. Kurk the grunge harpist was playing some psychedelic acid harp while he tripped hard on a mountain of quarcaine. Eberdek was shaking, but not from the blow...it was from all the sugar roasts from the Queens feasting.

"I cant take it sometimes, you know man?" said Eberdek as he twitched neurotically. "I'm gonna snap one of these days and kill that bitch!"

"SHHHHH!!!" shouted Kurk as he strummed his harp louder and angrier. "I don't want to get involved in any more of this rebel business! She's just going to kill everybody!!! Just leave her alone! It's not worth the trouble!" He began twitching himself now. He wasn't twitching from any sugar though, for him it really was the blow.

Eberdek shook his head. "I cant live like this! Theres just something inside me that doesn't care if I die, it just wants revenge!"

Kurk grew angrier. "Look, I don't want no rebel talk! Go take that shit to Mogror if you're so brave!" Kurk meant that last part sarcastically, but Eberdek didn't notice.

"Yeah...he'll know what to do..." he mumbled as he walked out of the room.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **October 05, 2009, 11:07:24 am**

What makes this even more awesome is that I'm reading 1984 right now.

I wonder what a Dorfen Newspeak would be like? Very few words for good happy things, and surprisingly many for the various ways of dying...

And their government would HAVE to involve a Ministry of Blood, governing war, magma, and death. (So something in between Minipax and Minitru.)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **October 05, 2009, 11:47:37 am**

Quote from: MrGimp on October 05, 2009, 12:18:57 am

Eberdek sat in the empty dining room in the barracks of the (currently non-existant) royal guards. Kurk the grunge harpist was playing some psychedelic acid harp while he tripped hard on a mountain of quarcaine. Eberdek was shaking, but not from the blow...it was from all the sugar roasts from the Queens feasting.

"I cant take it sometimes, you know man?" said Eberdek as he twitched neurotically. "I'm gonna snap one of these days and kill that bitch!"

"SHHHHH!!!" shouted Kurk as he strummed his harp louder and angrier. "I don't want to get involved in any more of this rebel business! She's just going to kill everybody!!! Just leave her alone! It's not worth the trouble!" He began twitching himself now. He wasn't twitching from any sugar though, for him it really was the blow.

Eberdek shook his head. "I cant live like this! Theres just something inside me that doesn't care if I die, it just wants revenge!"

Kurk grew angrier. "Look, I don't want no rebel talk! Go take that shit to Mogror if you're so brave!" Kurk meant that last part sarcastically, but Eberdek didn't notice.

"Yeah...he'll know what to do..." he mumbled as he walked out of the room.

Ahahahahahahahahah.
Ahahaaha.
Ahah.
Aha.
This will be *fun*.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **October 05, 2009, 12:32:22 pm**

Let the Nineteen Eighty Four referances **BEGIN!**

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **October 05, 2009, 12:55:23 pm**

Quote from: Plank of Wood on October 05, 2009, 12:32:22 pm

Let the Nineteen Eighty Four referances **BEGIN!**

Victory lies in the Proles!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **October 05, 2009, 01:03:45 pm**

Quote from: Aldaris on October 05, 2009, 12:55:23 pm

Quote from: Plank of Wood on October 05, 2009, 12:32:22 pm

Let the Nineteen Eighty Four referances **BEGIN!**

Victory lies in the Proles!

"He had finally won the Victory for himself. He loved Queen Urist."

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **October 05, 2009, 04:49:58 pm**

Quote from: MrGimp on October 03, 2009, 01:45:06 am

Quote from: Moose Fisher on September 27, 2009, 08:02:46 pm

I've finished reading the epic saga of Blockedlance, and now I'm eagerly awaiting the next chapter.

It's time for the Duchess to be stuck with 'inspiration' and name herself 'Moose' and talk in the third person! ;D

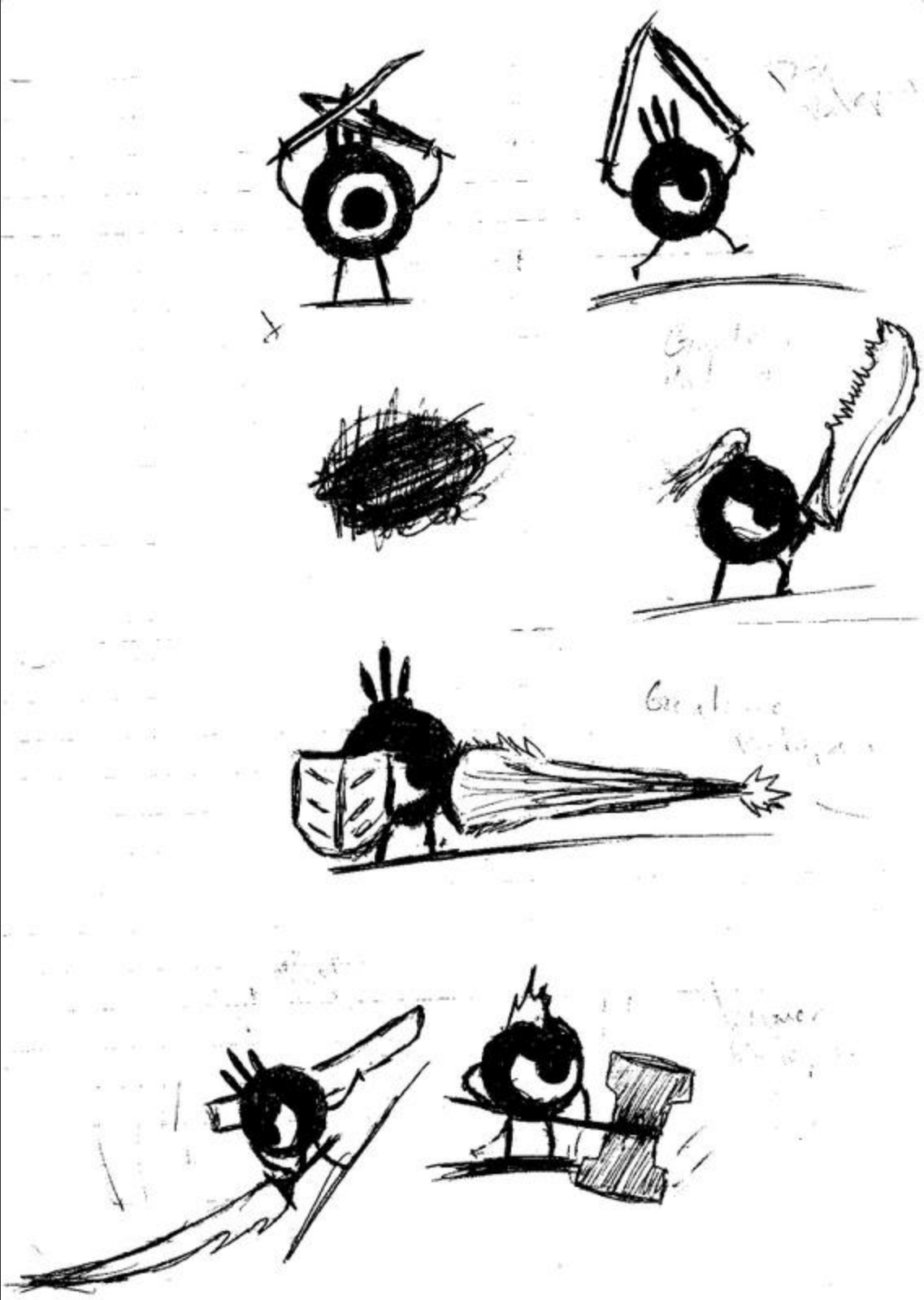
Sorry...the Duchess is taken. You can be one of her daughters if you want, though! :)

Moose would be pleased. When Moose creates an artifact, Moose will be known as The Artist Formally Known as Moose. ;D

Until then, more quarcain and parties!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 05, 2009, 05:22:31 pm**

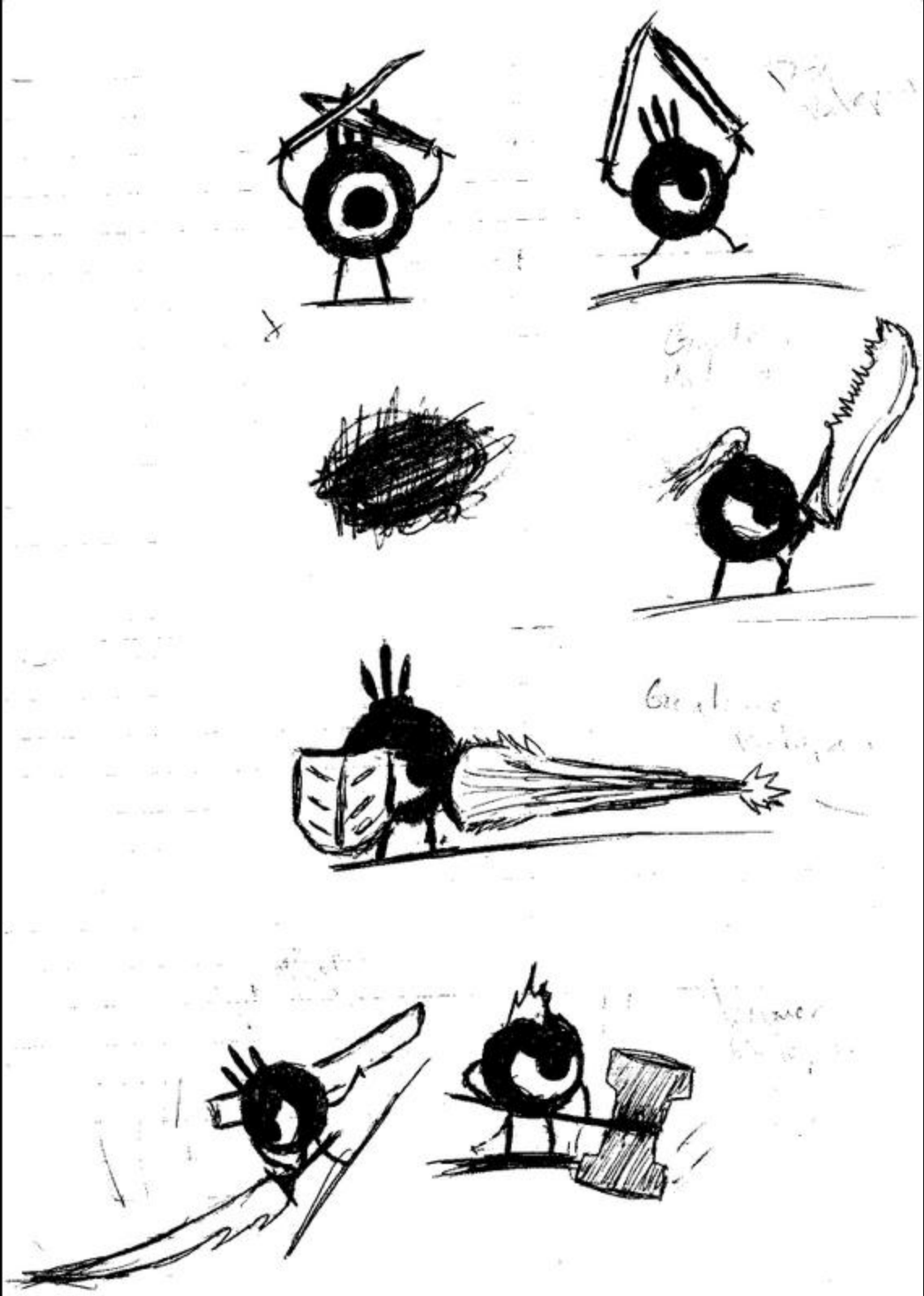
I think some sort of organised Patapon creature should wreak havoc on everything.
By everything, I mean everything unimportant.
Look at these little guys!
Spoiler (click to show/hide)



Noone expects the Patapon Army!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **October 05, 2009, 06:50:42 pm**

[Quote from: Tradanbattlan on October 05, 2009, 05:22:31 pm](#)
I think some sort of organised Patapon creature should wreak havoc on everything.
By everything, I mean everything unimportant.
Look at these little guys!
[Spoiler](#) (click to show/hide)



Noone expects the Patapon Army!

That game is the only reason I want a PSP.

Has someone made a mod with the little guys?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 06, 2009, 08:19:35 pm**

Eberdek made his way to Mogror's chambers under the temple. The mad engineer was angry to be bothered, but decided to let the pleading Eberdek in to hear him out. When Eberdek told the old dwarf what he wanted to do, Mogror's disposition immediately turned friendly.

"So you want to kill the Queen, eh?" smiled the grizzly old dwarf.

"Yes," was the cold reply. Eberdek was completely committed.

"Tell me," Mogror chuckled, "what made you come to me?"

"The Court Musician Kurk told me I should go to you if I wanted to join in resisting the Queen."

"Did he?" asked Mogror pleasantly surprised.

"Yes...now please mad dwarf....how can we get this bitch?"

"Well...I bet you could easily poison her, what with you being near the food and all. I've got this powerful mixture of snakeman and giant cave spider venoms," said Mogror as he pulled a vial from his bookshelf.

"How did you get that?"

"Oh the traders bring barrels of the stuff from time to time. I had suggested to Her Majesty that she should stockpile some of the gruesome stuff just in case we ever needed it. Then I pilfered the stockpiles for my experiments." Mogror's gaze drifted off, and he became lost in the memories of all his mad scientist misadventures. After a minute he came back to his senses. "Here...take this, and pour it on the next sugar roast you see. Make sure none of the guards see you."

"Thank you, mad one!" smiled Eberdek. "At last justice will be served!"

"Yes...now make haste! Dont delay in your wondrous mission!"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **October 06, 2009, 08:34:28 pm**

Silly dwarf, you have to poison the food with *magma* to make it deadly, and garnish it with a sock to make it irresistible.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 07, 2009, 12:11:01 am**

Better be rope reed this time.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **October 07, 2009, 03:55:26 am**

I cannot really imagine you would actually kill Queen Urist, Mr Gimp. But now i'm wondering what kind of mad superpowers you will make available to her when the venomous mixture mixes with her DNA. Mogror lived a thousand years making insane experiments, he for sure has some hidden agenda, using Eberdek in the process. I'm impatient, i'm eager! But yet i have to wait! I feel Blockedlanced !!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **October 07, 2009, 09:06:31 am**

Quote from: Soviet Travolta on October 07, 2009, 03:55:26 am

I cannot really imagine you would actually kill Queen Urist, Mr Gimp. But now i'm wondering what kind of mad superpowers you will make available to her when the venomous mixture mixes with her DNA. Mogror lived a thousand years making insane experiments, he for sure has some hidden agenda, using Eberdek in the process. I'm impatient, i'm eager! But yet i have to wait! I feel Blockedlanced !!!

I'm too evil for my socks
Too evil for my socks
I'm so evil, it *hurts*.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **October 07, 2009, 10:28:47 am**

In keeping with the 1984 references, instal a Dorfsock government!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **October 07, 2009, 01:48:22 pm**

Eberdek is so screwed.

I wonder who Grigrak's next incarnation will be.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 07, 2009, 04:10:43 pm**

Quote from: Jim Groovester on October 07, 2009, 01:48:22 pm

Eberdek is so screwed.

I wonder who Grigrak's next incarnation will be.

Simple.
The Microline Menace.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Vicomt** on **October 09, 2009, 06:56:49 am**

Just finished reading this.

EPIC.

that is all.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jervous** on **October 09, 2009, 08:32:15 am**

Mogror is going to sell him out, just like that other time.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 09, 2009, 10:23:00 am**

Eberdek's heart pounded as he grabbed the sugar roast before him. He had the poison hidden in an eyedropper tucked in his sleeve (he had chosen to actually wear clothes....a somewhat unusual thing for the half-mad savages of Blockedlance). As he grabbed the roast and brought it to his mouth, he tapped several drops out of the dropper. He bit a few bites from the far end of the roast, then set the roast back down. The guards said nothing. They then began counting down the hourglass. Eberdek began to relax, knowing he had gotten away with it already.

"Why do they call these things hourglasses? I mean...only the REALLY big ones take an hour to trickle down. This one here is more like a twenty minute glass!" remarked Eberdek.

The guards said nothing.

"I suppose hourglass sounds better than twenty minute glass?" he quipped at the silent guards.

It was then that the Queen entered. Eberdek was actually happy to see her for once.

"Your majesty!" said Eberdek with a smile as he stood and bowed. The Queen did not smile back. She simply sat at the head of the table and stared at him.

At last the Queen spoke. "Enjoying your sugar roast?"

"Oh yes, your majesty!" beamed Eberdek. "I love these things so much!"

"Good...you know...I had a big lunch. Why don't you eat the rest of that roast?"

"Huh?"

"Eat the rest of that roast."

"Oh, your majesty, I could never impose on you like that!"

"Eat the roast, Eberdek."

Eberdek's heart began beating wildly. He picked up the roast and nibbled a couple more bites off of the safe side. Then he put it down. "I really am full your majesty."

"Guards," she said, snapping her fingers. Immediately four spears were in Eberdek's face. "Now Eberdek....you're going to eat that entire roast or slowly be tortured to death in the tower for the rest of your days."

At this moment Mogror Harbett came in with a big smile on his face. He sat next to the Queen. The two Armok worshippers sat staring at Eberdek, who had no choice but to eat the poisoned roast.

"I forgot to tell you, my dear boy!" laughed Mogror. "That venom mixture I gave you doesn't actually kill you right away. You're actually simply going to bloat and swell up to three times your size, you will be struck by an incredible fever, your eyeballs, ear drums, and genitals will swell and burst, and you will be paralyzed by the toxins. How does that sound?"

Eberdek could feel the poison already. He was dizzy. He had to be force fed the last bit of sugar roast.

"Hmmph!" snorted the Queen. "Take this filthy traitor to rot in the tower!"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 09, 2009, 12:26:11 pm**

Pfahahaha!
I will see him in HELL!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 09, 2009, 04:55:16 pm**

In other news, this summer we killed a tax collector and hammerer that had come from Letterclose. They worshiped the wrong God, what can you do?

It bothers me though, that these remaining nobles over at Letterclose still think they have a say in things...like this is some kind of democracy. Pfff.

Democracy is for losers.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **October 09, 2009, 06:07:30 pm**

Ouch. That sucks for Eberdek.

Though, typical fare for Blockedlance citizens.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 10, 2009, 02:11:46 am**

Bah! he's lucky cause he just gets reborn. In a good hell they can get 3 times the pain at half the cost.

also I want in as a smarter then average rebel named akhier

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **October 10, 2009, 06:59:25 am**

Have the remaining freemasons set up a conspiracy to set up a 1984 style government!

Ingsoc is for losers, Democracy is for losers, Monarchy is for losers! Dorfsock for life!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 10, 2009, 11:33:45 am**

Big Brother = Urist?
Big Urist?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **October 10, 2009, 11:51:21 am**

Big Bomrek, surely.

How is my axedwarf doing? Haven't seen him lately.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **October 10, 2009, 02:11:13 pm**

If mr Gimp gives the go ahead, I'm ready to give sugestions on how to implement the dorfsock government, what with me reading the book right now.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **October 10, 2009, 04:16:39 pm**

I can't tell who's worse, Mogror or Queen Urist.

Also, Mr. Gimp, which of the Duchess daughters did I get?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **October 10, 2009, 04:40:59 pm**

Big Brother is three syllables, as does Queen Urist.

Coincedance? I THINK NOT!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **October 11, 2009, 04:21:28 am**

Quote from: Plank of Wood on October 10, 2009, 04:40:59 pm

Big Brother is three syllables, as does Queen Urist.

Coincedance? I THINK NOT!

You forget that big brother doesn't actually exist, he's just an imaginative face the inner party uses.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **October 11, 2009, 05:53:37 am**

That was never actualy factually stated in the books, it's more of just an interpritation by a confused and insignificant man.

You never actually *do* find out whether he is real or not.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 11, 2009, 10:47:35 am**

Journal of Tradan
4th of "Who gives a flying carp"

I heard that we'll be getting someone new in the hells. That's good. I hope they arrive in ours. Having sex as a form of unboredom is becoming tiresom if you will believe me.
My beard itches. I wonder if Christes also has the beard itch.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **October 11, 2009, 01:13:04 pm**

I'm so evil it's painful.
Only to other people, obviously.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Realmfighter** on **October 12, 2009, 01:14:56 am**

Mr. Gimp, i have heard about your FPS problem.

Have you tried lowering the GFPS? i got 15FPS and when i changed it to 10 i got 60

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 12, 2009, 11:43:58 am**

Quote from: Akhier the Dragon hearted on October 10, 2009, 02:11:46 am
Bah! he's lucky cause he just gets reborn. In a good hell they can get 3 times the pain at half the cost.
also I want in as a smarter then average rebel named akhier

Sure. The rebels have been smashed though...but if theres ever an opportunity for anarchy and lawlessness, or just good wholesome chaos, your dwarf will be in on it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 12, 2009, 11:45:13 am**

Quote from: Akiqagak on October 10, 2009, 11:51:21 am
Big Bomrek, surely.
How is my axedwarf doing? Haven't seen him lately.

He's doing good. He slaughters goblin and elf squads all by himself, and with one hand holding a beer. He has like, a hundred notable kills.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 12, 2009, 11:48:43 am**

Quote from: Aldaris on October 10, 2009, 02:11:13 pm
If mr Gimp gives the go ahead, I'm ready to give sugestions on how to implement the dorsock government, what with me reading the book right now.

You can always give suggestions. Although...the list of elements to add is getting pretty long. I still have to dig a spiked 'racetrack' in the arena, and another death pit to fulfill a request I agreed to many pages ago. Plus theres the Microcline Menace. So suggestions that dont require me to build or edit anything are preferable. :)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 12, 2009, 11:50:41 am**

Quote from: MrGimp on October 12, 2009, 11:45:13 am
Quote from: Akiqagak on October 10, 2009, 11:51:21 am
Big Bomrek, surely.
How is my axedwarf doing? Haven't seen him lately.
He's doing good. He slaughters goblin and elf squads all by himself, and with one hand holding a beer. He has like, a hundred notable kills.
"Hey baby. Wanna see something cool? Here, give me a beer."
SOUNDS OF SLAUGHTER GO HEER
"And without a scratch. Impressive, right?"
"Swoon, fantasize"

By the way, any major relationships?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 12, 2009, 11:51:40 am**

Quote from: Moose Fisher on October 10, 2009, 04:16:39 pm
I can't tell who's worse, Mogror or Queen Urist.
Also, Mr. Gimp, which of the Duchess daughters did I get?

I gave you the eldest one. You had been elected mayor, now your brother Soviet Travolta is mayor. See, with elections, the peasants will think they are free. They are too stupid to notice that all the administrators belong to the same family.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 12, 2009, 11:56:11 am**

Quote from: realmfighter on October 12, 2009, 01:14:56 am
Mr. Gimp, i have heard about your FPS problem.
Have you tried lowering the GFPS? i got 15FPS and when i changed it to 10 i got 60

+

Epic. EPIC!!!!!!! Haha...I lowered it to 10 and got an FPS of 17-24. Doesnt sound like much but its four times faster than its been running lately (6 FPS). I lowered the GFPS to 1 and I get 40 FPS. But GFPS 1 causes everything to act real choppy. Like if you hit the arrow to move left, nothing happens for a second. Then it jerks you over. So its a little weird. I might just settle with 5-10 GFPS.

Either way....you fucking ROCK man!!! I never knew what the GFPS did. haha....it has more effect on FPS than temperature or caveins or whatever.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 12, 2009, 12:03:24 pm**

Quote from: Tradanbattlan on October 12, 2009, 11:50:41 am
Quote from: MrGimp on October 12, 2009, 11:45:13 am
Quote from: Akigagak on October 10, 2009, 11:51:21 am
Big Bomrek, surely.
How is my axedwarf doing? Haven't seen him lately.
He's doing good. He slaughters goblin and elf squads all by himself, and with one hand holding a beer. He has like, a hundred notable kills.
"Hey baby. Wanna see something cool? Here, give me a beer."
SOUNDS OF SLAUGHTER GO HEER
"And without a scratch. Impressive, right?"
"Swoon, fantasize"
By the way, any major relationships?

Well I've been *trying* to get these dwarves to bang for years now. In fact, back when the rebels were occupying the fortress, and the loyalists were hiding out under the temple, I had set the couples I wanted to share bedrooms. So the high priest and priestess share one, Montague and one of the Duchess' daughters had one, etc etc etc.

But after YEARS of living in the same room, these dwarves still dont even know each other. Or they have a passing acquaintance.

Im gonna end up having to go the route I went with Urist, and just lock em all in a 1X2 room with their lover until they figure out what goes where.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **October 12, 2009, 12:07:44 pm**

I take it that means I have no girlfriend?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **October 12, 2009, 03:25:24 pm**

Moose has no need for love, not when she's seen quarcain induced horizons!

Then again, it would be nice to find a special someone to share in the experience.

Dwarf relationships are hard, Toady needs to tweak things so it happens more often and less likely within the same immigration wave.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 12, 2009, 03:34:31 pm**

Quote from: Moose Fisher on October 12, 2009, 03:25:24 pm
Moose has no need for love, not when she's seen quarcain induced horizons!
Then again, it would be nice to find a special someone to share in the experience.
Dwarf relationships are hard, Toady needs to tweak things so it happens more often and less likely within the same immigration wave.

And at half-cat speed

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 12, 2009, 06:17:33 pm**

Smart and chaos, how can I go wrong! Also if you have a particularly chaotic role to fill even if its not a rebel just plug me cause ChAoS is awesome!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 12, 2009, 06:51:13 pm**

Quote from: Akigagak on October 12, 2009, 12:07:44 pm
I take it that means I have no girlfriend?

The Warlord Akigagak Citylancers, the Romantic Flayer does not need a whiny tiresome girlfriend...his only love is fighting and slaughter!

Spoiler (click to show/hide)
,,,and possibly goblin and elf necrophilia. But he does that more for displaying his dominance than love, or even lust. It's kinda like prison sex, ya know?

Anyways...

Heres a movie of you killing a squad of gobbos by your lonesome. Your full kill count is shown.

http://mkv25.net/dfma/movie-1730-singlehandedslaughter (http://mkv25.net/dfma/movie-1730-singlehandedslaughter)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **October 12, 2009, 07:57:55 pm**

Jesus I just read the WHOLE thread in 2 nights and 1 day. I seriously believe this is better than Boatmurderd and i would like to be a part of it. So if I may could have a hammerer?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 13, 2009, 01:18:39 am**

You can be the hammerer as soon as I get a hammerer that isnt heathen infidel scum. All other hammerers get put down.

Speaking of which...

So Eberdek gets sent to the tower where he swells like a balloon and lies in a puddle of his own sweat all day....then Akigagak fights off a goblin horde.

Then it was spring 235 (again), and a couple migrants come. Its a tax collector and a hammerer....both pagan slime. The Queen personally showed them to their apartments...and then locked the doors behind them.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 13, 2009, 01:20:55 am**

Man...it's amazing how much faster the game runs. Seriously....everyone who has FPS problems....set the GFPS cap to 4-6. It totally works and it kicks ass. There is NO fortress more screwed up and junkified than Blockedlance, and I'm getting 30-40 FPS on an 8 year old computer.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 13, 2009, 03:47:51 am**

The only problem I ever have with it is that fast things tend to "teleport" around the screen from moving so fast. darn it I want smooth ascii animation and goods fps! why can I not have my cake and eat it to?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Samus1111111** on **October 13, 2009, 03:37:24 pm**

Quote from: MrGimp on October 12, 2009, 11:56:11 am

Epic. EPIC!!!!!! Haha...I lowered it to 10 and got an FPS of 17-24. Doesnt sound like much but its four times faster than its been running lately (6 FPS). I lowered the GFPS to 1 and I get 40 FPS. But GFPS 1 causes everything to act real choppy. Like if you hit the arrow to move left, nothing happens for a second. Then it jerks you over. So its a little weird. I might just settle with 5-10 GFPS.

Either way....you fucking ROCK man!!! I never knew what the GFPS did. haha....it has more effect on FPS than temperature or caveins or whatever.

dude, I so have to do this....

my main fortress is around 13 years old and has around 160 dwarves (plus an extra 200 animals.... trying to kill them.....) and I'm trying to finish my colosium and mayan pyramid, but I'm running at ~2 fps on a good day (usually 1) and it takes me at least a week to finish 1 game year (that's letting it run for a good 6-7 hours a day 6 days a week and 12 on Saturday).

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 13, 2009, 03:48:50 pm**

Quote from: Akhier the Dragon hearted on October 13, 2009, 03:47:51 am

The only problem I ever have with it is that fast things tend to "teleport" around the screen from moving so fast. darn it I want smooth ascii animation and goods fps! why can I not have my cake and eat it to?

My computer is so crappy I dont get the teleport effect until 3 GFPS. Even then, all it does is skip dwarves one square every now and again. Plus the response to my button pushes is a little slower.

But the game is getting 20-30 consistently, with spikes up to 40 or thereabouts every now and again. So its worth it. Plus, if I want to leave it and go take a shower or go for a walk, I can leave it on 1 GFPS and just let the dwarves have at it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 13, 2009, 04:15:44 pm**

Dunem Trickscars, the Human Diplomat arrived back at the court of Prince Byakugan after many years of absence. The Merchant Prince lept to his feet at the sight of his old friend.

"Ahh! Dunem! I had heard you were still alive, but it is much more believable when you stand before me!"

"Thank you, your majesty," said Dunem.

"Well...I know you must be exhausted from your trip...but you must satisfy my curiosity! What are the dwarves like?" asked Byakugan eagerly.

"They are an amazing race, my lord. Perhaps a little strange by our standards...but one must realize what they are up against."

"And what, praytell, is that?"

"Well sire....you will not believe me....but I swear I saw it with my own eyes! A demon of fire came down the hallway at us while the caravan and I clamored to get down the stairwell. That demon came rampaging through the fortress, burning everything and everyone in its path. It killed many of our men. I and a scant few others managed to make our way deep into the dwarven mine. Only dozens of feet of good solid stone could protect a person from those beasts! I saw but one, after the battle, I was told that four others had made their way outside the fortress, and killed several dwarves before themselves being brought down..."

"Incredible..." mumbled the Prince.

"Yes...I know it is hard to believe. Sire...I believe the dwarves of Blockedlance have stumbled upon an old demon prison."

"Demon prison?! Nonsense!" interrupted the Grand Vizier, who had been listening silently with a smirk on his face. "This is starting to sound like some elf legend!"

"Silence!" commanded Pricne Byakugan. "She will be heard!" The prince looked back at Dunem and nodded.

"It was with elven magic that the demons of the great dark age were imprisoned. The last of them was seen a couple centuries ago. When the dwarves settled at Blockedlance nearly four decades ago, they unwittingly mined out one of these prisons and unleashed a horde of wrathful spirits! Though their love for shiny blue metal brought about their plight, it was with their dwarven fortitude that they slaughtered those demons!"

"They slaughter demons?" asked the prince, astonished.

"Yes, sire! I saw their men bring down the fire demon with my own eyes! These dwarves are the thumb in the crack of a demonic levy. If these dwarves should ever fall, it would only be a matter of time before a demonic host marches north to enslave and slaughter us!"

"My dear Dunem, thank you for this news! You have proven what I suspected...we must continue to support these dwarves as best we can. They are our greatest of friends!"

"Friends?" asked the Grand Vizier. "Dwarves are not friends...not when they have the power to unleash demons! I say we conquer Blockedlance ourselves, we should not leave the defense of our homeland to some other race!"

"I'm sorry, my dear adviser. I know you seek the best for our nation, but I believe you are a bit paranoid. Of all the races, humans and dwarves are most alike. I know that you see them as too violent and savage...but there are those who see us Humans as quite savage as well." The Prince eyed the elven diplomat who was attending court. "I say...sometimes you need a savage to do the hard work. Better them than us! Three cheers for the great and noble dwarves of Blockedlance!"

"Huzzah!" shouted the courtiers.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 13, 2009, 04:24:44 pm**

And the bait is set, as the trap waits patiently for the mouse which it will be devouring in it's maw of death!
I HAVE CHORTLES!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Realmfighter** on **October 13, 2009, 04:31:21 pm**

Quote from: MrGimp on October 13, 2009, 03:48:50 pm

Quote from: Akhier the Dragon hearted on October 13, 2009, 03:47:51 am

The only problem I ever have with it is that fast things tend to "teleport" around the screen from moving so fast. darn it I want smooth ascii animation and goods fps! why can I not have my cake and eat it to?

My computer is so crappy I dont get the teleport effect until 3 GFPS. Even then, all it does is skip dwarves one square every now and again. Plus the response to my button pushes is a little slower.

But the game is getting 20-30 consistently, with spikes up to 40 or thereabouts every now and again. So its worth it. Plus, if I want to leave it and go take a shower or go for a walk, I can leave it on 1 GFPS and just let the dwarves have at it.

High fives

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 13, 2009, 07:40:57 pm**

It does amazing things with speeding up older forts but I have more then once accidentally left the gfps low for the start of a fort and I cap my fps at 1000 so the teleporting is more, shall we say prominent.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 13, 2009, 11:49:05 pm**

Quote from: Akhier the Dragon hearted on October 13, 2009, 07:40:57 pm

It does amazing things with speeding up older forts but I have more then once accidentally left the gfps low for the start of a fort and I cap my fps at 1000 so the teleporting is more, shall we say prominent.

True. On a new fort this would be overkill. I have only vague memories left of what it is like to start a new fort. I had forgotten DF was fast at all. I'm used to just basically looking at a motionless picture. :D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **October 13, 2009, 11:55:17 pm**

It's funny how that works. I remember after I abandoned my first real fortress (which had LOOOOOOOOOOOTS of stone) how surprised I was at the speed of a new fort.

It's just so gradual.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **October 14, 2009, 12:01:41 am**

As gradual as a glacier, you'll never see it coming.

One of my biggest peeves is coming to an abandoned fort and seeing everything scattered about, the load time between steps is very noticeable on my rig*, thanks to all those scattered items.

*Core2 Quad Q6600

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 14, 2009, 12:11:13 am**

Yeah. I want to make some stuff in Blockedlance for adventure mode...but realistically, this fort would be the LAST place youd want to visit in adventure mode. It'll take all day just to cross the bridge over the lava moat. And dont even bother trying to get all the way down stairs. :-\

Is there any computer that has enough beard for this game?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 14, 2009, 12:58:13 am**

Can I request an archer named Fawful? And can he be an egomaniac who is fanatical about the queen?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 14, 2009, 02:09:48 am**

Quote from: MrGimp on October 14, 2009, 12:11:13 am

Is there any computer that has enough beard for this game?

There has been some theoretical work on cloning Chuck Norris's beard and transplanting it on a computer but in all reality you would probably also need Mr. T's and possibly Riker's beard as well.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **mythmonster2** on **October 14, 2009, 05:19:48 pm**

Psh. You don't even need one hair of Chuck Norris. Even one atom might be too much for the computer to handle.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 14, 2009, 07:35:40 pm**

yah, that's the problem really. the computer can't take it and without it there is no hope for it working.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 14, 2009, 08:29:50 pm**

Isn't Chuck Norris making a Windows upgrade?

Windows 97- Chuck Edition
Because everyone knows 97 was the best operating system

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 14, 2009, 09:47:47 pm**

Quote from: Tradanbattlan on October 14, 2009, 12:58:13 am

Can I request an archer named Fawful? And can he be an egomaniac who is fanatical about the queen?

I can grant this wish...but your current character will be obliterated. And then Christes will be alone for 10,000 years in an empty white void.

Up to you.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **October 14, 2009, 09:57:09 pm**

You could re-incarnate the pair of them as the next children to be born in the fort.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **October 14, 2009, 09:58:47 pm**

As Urist's children? That would be... interesting

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 14, 2009, 10:01:36 pm**

Indeed...

But it'll be decades before these two dwarves actually get involved. Theyre still just 'friends' in game terms.

Other dwarves might have kids sooner than the Queen...but at the moment they all seem too emotionally traumatized to bring new living beings into their sick sad world.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 14, 2009, 10:15:33 pm**

<complain>

Stupid people with their asinine requests. Heres my typical potential customer (who never becomes a paying customer)...

"Yeah I want a web page thats like myspace."

"Uhhhh.....okaaaay...I'm gonna need a few million dollars to hire a team of developers, and a couple of years to get her done. But I can do it for ya."

"My budget is \$100."

"Oh."

"And I need it by Friday."

"But today is Thursday!"

"Also...I want to get real high on the search rankings. I need to be the number one social network on google!"

"Well you're only gonna need a couple billion dollars in advertising to do that."

"I can't pay you right now, but that's ok, because I'm going to tell everyone you did my site, and you will get so much business! You'll be rich! All because you worked for free!"

"You're a gigantic douchebag."

"Hey I gotta run, I'll be back later to check out the rough drafts you've got for the site. I want at least three different layouts so that I can choose what I like...but I'm not gonna tell you what I like right now, because I don't really know what I want."

"The door's right over there..."

"Oh and I have other developers working on this too...so if they come up with something I like I'm going to go with them, okay?"

"GET OUT OF HERE!"

</complain>

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 14, 2009, 10:54:37 pm**

If it was not for the Idiots then people would not truly cherish the smart ones. Just remember for every donkeys posterior that you have to put up with is just another person that makes you look better then everyone else.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 15, 2009, 12:09:38 am**

Hmm... reincarnation sounds good.
But only if Christes is fine with it

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **October 15, 2009, 12:28:17 am**

As long we stay together, my love.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 15, 2009, 01:28:42 am**

... :)
DO THE REINCARNATION
WE WILL RETURN AS FAWFUL AND CACKLETTA.
FOR GREAT MISGUIDED JUSTICE!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 15, 2009, 02:28:21 am**

Aw man...I kind of had something in mind to happen in the infinite white void...

How could you not want to stay in the infinite void? Its quiet and peaceful. Theres no noisy neighbors. Theres no clutter. The FPS is really high. Plus you get to bang the mutilated remains of your girlfriend for 10,000 years before the Gods press delete on your file. 10,000 years is more than anyone else gets. You're not really even in a hell...its more like a heaven. The **Heaven of Masochistic Bloody Beard Bondage Void Sex**. And yet you would ask for MORE?

Really...how can you be so selfish Tradan?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **October 15, 2009, 03:25:25 am**

Quote from: MrGimp on October 15, 2009, 02:28:21 am
Really...how can you be so selfish Tradan?

He's a bit like your customers ;)

I dont seem to remember any news about Eagle the Hermit for quite some time. He is one of my favourite Blockedlance characters. How is he doing alone for real, these days?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **October 15, 2009, 11:18:46 am**

Quote from: MrGimp on October 15, 2009, 02:28:21 am
How could you not want to stay in the infinite void? Its quiet and peaceful. Theres no noisy neighbors. Theres no clutter. The FPS is really high. Plus you get to bang the mutilated remains of your girlfriend for 10,000 years before the Gods press delete on your file. 10,000 years is more than anyone else gets. You're not really even in a hell...its more like a heaven. The **Heaven of Masochistic Bloody Beard Bondage Void Sex**. And yet you would ask for MORE?

If you've got something cool planed, I vote stay.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 15, 2009, 12:54:35 pm**

Quote from: Soviet Travolta on October 15, 2009, 03:25:25 am
Quote from: MrGimp on October 15, 2009, 02:28:21 am
Really...how can you be so selfish Tradan?

He's a bit like your customers ;)

I dont seem to remember any news about Eagle the Hermit for quite some time. He is one of my favourite Blockedlance characters. How is he doing alone for real, these days?

I had finally gotten him going...then I had to revert the save 3 years back in time. So Eagles place wasnt/isnt fully carved out anymore. I had to carve out the big tower cap farm again, water it again, carve an atom smasher again, and smash all the useless rocks again. He still has to go back down into town to get an anvil and an axe again...I might make a story scene out of it...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 15, 2009, 12:58:41 pm**

Quote from: Christes on October 15, 2009, 11:18:46 am

Quote from: MrGimp on October 15, 2009, 02:28:21 am

How could you not want to stay in the infinite void? Its quiet and peaceful. Theres no noisy neighbors. Theres no clutter. The FPS is really high. Plus you get to bang the mutilated remains of your girlfriend for 10,000 years before the Gods press delete on your file. 10,000 years is more than anyone else gets. You're not really even in a hell...its more like a heaven. The **Heaven of Masochistic Bloody Beard Bondage Void Sex**. And yet you would ask for MORE?

If you've got something cool planed, I vote stay.

I'll reincarnate you guys...but some things have to happen first.....

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 15, 2009, 01:10:06 pm**

Christes and Tradan floated through the emptiness, held together by the dried crusted blood that seeped throughout their matted beards. They had been here quite some time...and yet, it wasn't even a drop in the bucket of 10,000 years. They had taken to singing songs to pass the time.

"...9,972,886 bottles of beer on the wall, 9,972,886 bottles of beer! You take one down, and pass it around, 9,972,885 bottles of beer on the wall..." sang Tradan. Christes had stopped singing somewhere around 15 million bottles. She felt she had given it a good effort, after all, they had started at 99 million bottles of beer. Tradan, however, was intent on finishing what he started.

Suddenly, Armok appeared out of nowhere. He was carrying a giant double bladed axe. Christes admired the fine blade as it came down and cleaved their beards. They screamed in terror and tried to hold on to each other, but it was no use. Armok took the flat side of the axe, and swung it right at Tradan, sending him flying across the void. Then he swung the axe at Christes, sending her in the opposite direction.

Pleased with himself for taking away the two dwarves last bit of comfort, Armok whistled as he went on his merry way.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 15, 2009, 04:12:40 pm**

Quote from: MrGimp on October 15, 2009, 01:10:06 pm

Christes and Tradan floated through the emptiness, held together by the dried crusted blood that seeped throughout their matted beards. They had been here quite some time...and yet, it wasn't even a drop in the bucket of 10,000 years. They had taken to singing songs to pass the time.

"...9,972,886 bottles of beer on the wall, 9,972,886 bottles of beer! You take one down, and pass it around, 9,972,885 bottles of beer on the wall..." sang Tradan. Christes had stopped singing somewhere around 15 million bottles. She felt she had given it a good effort, after all, they had started at 99 million bottles of beer. Tradan, however, was intent on finishing what he started.

Suddenly, Armok appeared out of nowhere. He was carrying a giant double bladed axe. Christes admired the fine blade as it came down and cleaved their beards. They screamed in terror and tried to hold on to each other, but it was no use. Armok took the flat side of the axe, and swung it right at Tradan, sending him flying across the void. Then he swung the axe at Christes, sending her in the opposite direction.

Pleased with himself for taking away the two dwarves last bit of comfort, Armok whistled as he went on his merry way.

Yay for events. Reincarnation suddenly sounds unfun.

Journal of Tradan
9th of Hell

Armok just seperated Christes and I. Guess he got tired of watching us have bloody sex and gave us more punishment for being dead. All is not bad though. I am down to 99, 854,098 bottles of beer.

Take one down, pass it around...
I'm alone.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **October 16, 2009, 10:30:15 am**

Diary of the inscrutable and incredible Mogror Harbett.

My beard was tingling again today. Something incredibly nasty and evil has happened in the universe, and distressingly, I had no hand in it. Not that I'm complaining, Armok, may his beard grow ever longer, has granted me with *plenty* of fun. I still savour that little engraving of that food-taster's face when he saw me pop out from the throne, as well as Quarcaine's face.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 16, 2009, 04:20:56 pm**

Journal of Tradan
20th of Hell

Ha! Armok hasn't rid me of all comfort! I got down to the LAST bottle of beer on the wall! But then I realised I had no more beer on the wall! That means I can't pass some around... no beer to... pass around...

In a foreign field he lay
lonely soldier unknown grave
on his dying words he prays
"Tell the world of Blockedlance..."
[The rest of the page is torn off]

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 16, 2009, 07:14:42 pm**

lordy, lordy
looks like we'll end up all being stuck in a constant recarn loop at this hellhole/mass grave! And I mean those things literally, we have 3 people and counting either already reincarnating or about to, there is a literal hole into hell, and this place is very much a mass grave! Now all it needs is...
well umm...
it also has mega-structures so not that...
Demons check...

now with more lava...
dang it even has fire breathing elves! this is the most perfect place, What else could make it better? umm...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **October 16, 2009, 07:22:45 pm**

Ceiling collapses or flooding like from the 2D version?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 16, 2009, 08:31:47 pm**

Bronze Collosi that have elephants for hands?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 16, 2009, 09:03:39 pm**

Not quite, That would just kill more dwarfs in a unexciting way. Now I the collapse is on purpose then okay but just collapsing, not that exciting.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **October 16, 2009, 09:53:50 pm**

=) isums back, well I never left just lurkeerded around. I would suggest no... <_< >_> Booze. Seeing as your fps is better why not slow everyone down again? It should be a demand from Armok that no booze is to be brewed for 3 years.

Only the strong will survive the drought.
Only the loyal with survive the death.
Only the psychotic will survive this hell hole!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **October 16, 2009, 09:56:01 pm**

The Journal of Eberdek

Wait, there's nothing here! The pages are empty from his last entry, from before he was-

Oh, right. He can hardly write in his bloated state. I suppose death will embrace him soon enough, won't it?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 16, 2009, 10:04:55 pm**

Quote from: Jim Groovester on October 16, 2009, 09:56:01 pm

The Journal of Eberdek

Wait, there's nothing here! The pages are empty from his last entry, from before he was-

Oh, right. He can hardly write in his bloated state. I suppose death will embrace him soon enough, won't it?

Armok wont let him die.
Armok will keep Eberdek in a dying state, alive and suffering where other dwarves can ridicule him.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 16, 2009, 10:29:59 pm**

If only someone could say, travel through all the hells. Then they would be able to do all kinds of fun stuff like take that one elf and put him in a very very bad place.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 02:17:21 am**

Just a note -
Moose - You're the Duchess' eldest daughter
Akhier - I made you an axelord. Now Lord Dullard's squad is entirely named. (The Held Lances...the most decorated squad of Blockedlance, and our unofficial royal guard)

Huesoo has dibs on the next Armok worshipping Hammerer.

If I forgot anyone let me know.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 02:25:31 am**

Curly made his way down to the death pits. He walked carefully as he had heard plenty of talk about the spike traps. There was a bloodied and punctured horse corpse laying in the hallway as he made his way to where he had been told to look for the Duke. He opened the door to find the Queen and the Duke rolling around naked in the horse blood.

"Oh my! I'm sorry your majesty! I came at a bad time!" he cried.

The two dwarves didn't stop. After a moment, the Queen spoke, "What do you want?"

"Uhhh....Baron von Montague sent me to conduct a meeting with the Soviet Supreme. Official Stonecutter business."

The Queen rolled her eyes. "Well, he's here. Have fun." The Queen entertained herself by rubbing blood on her genitals as the two other dwarves talked.

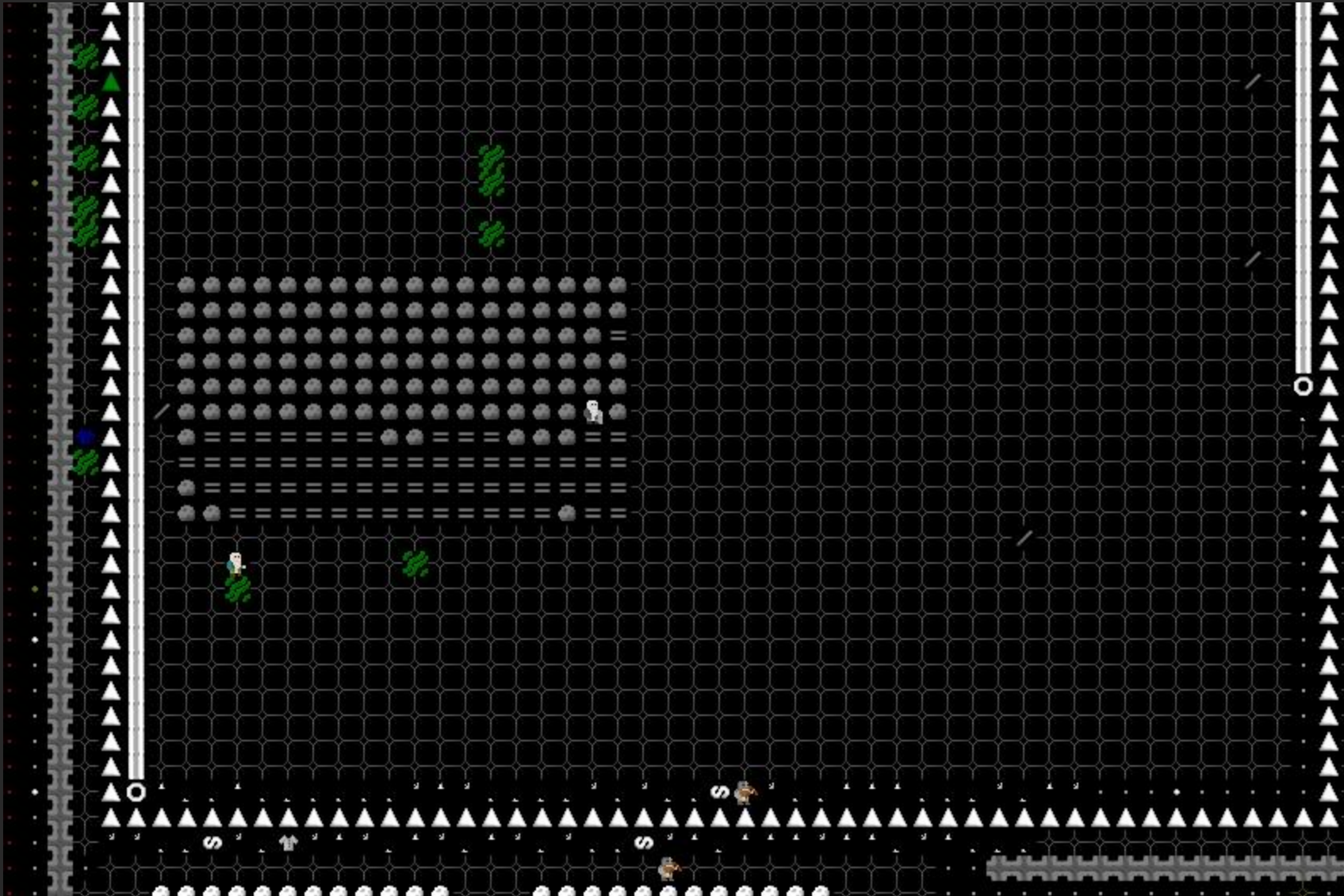


Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 02:28:44 am**

In other news...

Pyramid construction is going much faster thanks to the Stonecutters. The first course is nearly complete, as is the foundation below it.

In an elaborate ceremony, the Stonecutters have blessed the pyramid by vomiting all over it. It's in an old dwarven ritual.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Plank of Wood** on **October 18, 2009, 03:50:59 am**

I'm starting to actually physicly gag now. D:

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 05:56:20 am**

For followers of the Blood God, blood is the ultimate representation of the life force. To make love in it is to conceive a true person...and you definitely want a true person. Not one of them filthy **un**persons.

Urist is only doing her duty to the state and to the community as a whole by attempting to provide a truly great heir.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 06:16:42 am**

In the summer the Humans came, and with them Dunem Trickscars. She rode in from the western wastes with the caravan. Her status in her Kingdom had risen precisely because of these dwarves, and she was happy to return as Behal Ladgi's emissary.

She was warmly greeted by the guards as the Humans entered through the outer palisades. They turned to go into the temple, and into the depths below. Looking off to her right, Dunem was amazed to see lava glowing eerily within the moat. She turned to the dwarf guards.

"What happened with your moat? Did you strike magma?" she asked.

The dwarves looked at each other. Would she believe them? Would she even understand? Dunem was a trusted human, one who had been tested at Blockedlance, but she was still an outsider. The dwarves thought it best to lie.

"Yes...it was decided that lava might deter enemies from coming near here."

"Has it worked?" she asked, struck by the odd way in which the dwarves always went about their problems.

"Well...we haven't had any goblins come by this year...so that's one less years worth of iron junk to have rotting in our fields."

"Hmmm..." said Dunem.

The caravan continued on into the fortress. Behind them, piles of scrap iron taller than the palisade walls glistened in the sun.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 18, 2009, 10:22:20 am**

Nice! I got an axe to grind with you...
wait no I don't..
Well I got an axe to grind with...
Goblins! That's it!
I have an axe to grind with goblins! its their fault for not coming and letting me kill them!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 18, 2009, 10:34:10 am**

Pfff. You're lucky you have anything. All I have are these... clouds.
And... solitude.
Goddamn blueballs thanks to Armok...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **October 18, 2009, 04:40:32 pm**

Would it be faster to stack the goblin items on a bridge, and occasionally drop it all into the magma?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 18, 2009, 05:26:49 pm**

Hah. Occasionally.
You're funny, Moose.
Unless "Occasionally" means every damn season.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 05:32:09 pm**

Haha, yeah, moving all that junk would be a multi decade mega project in and of itself. I'd rather focus on the pyramid...which is coming along QUITE nicely.

I'll take care of that junk some day. All in good time. This fortress has another couple decades of life in her at least. So theres plenty of time.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Frogwarrior** on **October 18, 2009, 05:40:20 pm**

Does iron even melt in magma? I know steel doesn't... so you'd still have fps issues, you just wouldn't have as much clutter.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 05:42:10 pm**

"...59 votes for me, 60 votes for me...and look here, 61, 62 and 63 votes for me!" laughed the Duke as he sat in the throne room with Urist counting up the ballots from the recent mayorall election. No matter that there were only 57 dwarves living at Blockedlance. All that mattered was that the Duke would reign as Soviet Supreme, and mayor of Blockedlance.

Urist smiled and tipped her adamantine mug at him. "Congratulations, dear!"

"Ahhh...complete control. This is quite a feeling," he said.

"Yes. Isn't it exhilerating?" asked the Queen with a fiendish grin.

"And addicting!" added Travolta with a laugh.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 05:43:01 pm**

Quote from: Frogwarrior on October 18, 2009, 05:40:20 pm
Does iron even melt in magma? I know steel doesn't... so you'd still have fps issues, you just wouldn't have as much clutter.

The majority of the stuff out there is silk caps, leather leggings, narrow elf crap, and the like.

But yeah the iron would remain.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Labs** on **October 18, 2009, 06:04:50 pm**

I like the image of "Piles of scrap iron taller than the palisade". Its a nice scope of Blockedlance's wealth.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 06:45:40 pm**

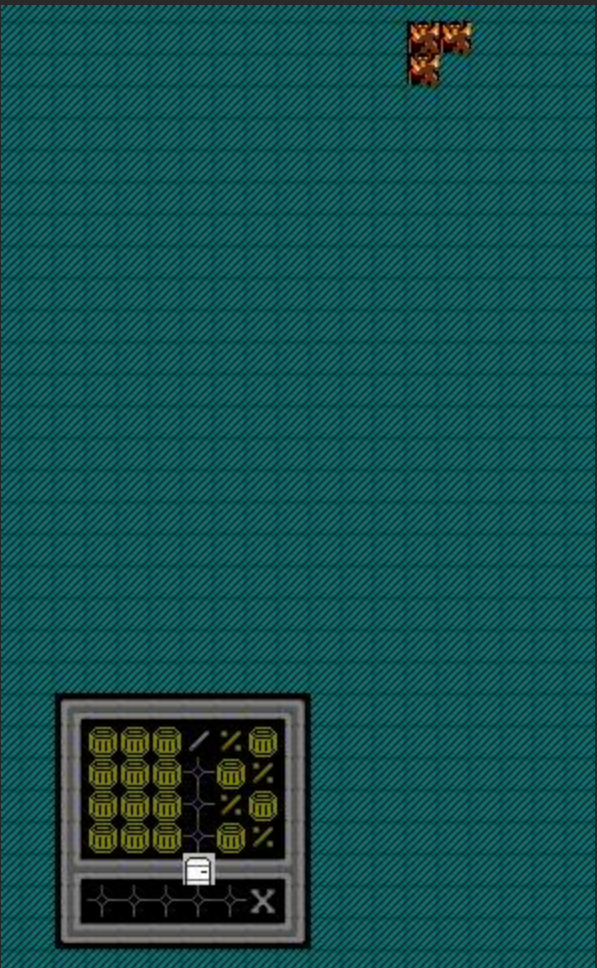
Eberdek remained locked in the tower. The plans that the Queen had for him had apparently stalled. He had been here so long that the swelling had finally started to go down, and he was able to shuffle about with great effort. Luckily, one eye hadn't burst. He didn't have any testicles any more, and he urinated out of an open sore...but that was what he had been reduced to by the Queen.

A rage seethed in him so powerful that the parasitic consciousness of Grigrak was imprinted with the memory of Urist. His hatred of the Dwarven Queen became a part of his very being.

As Eberdek paced back and forth he managed to spot something out of the tiny window of his cell. He hobbled over and peered out of the small crevice in the wall. He saw creatures swooping in down onto the courtyard below. They were demons! Flying demons! Eberdek

counted four among their number.

"Oh thank the Gods! Kill me! Kill us all!" he shouted with gleeful anticipation.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Frogwarrior** on **October 18, 2009, 06:59:55 pm**

I imagine you could designate a garbage area right next to the magma moat, then designate all the non-magma-proof junk for dumping, and as long as you have no other garbage zones designated, it'll all get chunked in eventually (especially if you have a few designated refuse haulers...). I mean, all you'd need to do would be to turn off refuse hauling for the dwarves who have other things to do, set your dedicated dumpers to work, and every season simply designate the new garbage. No further maintenance required.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 08:08:05 pm**

Eh, that's a lot of work. I'd rather just dump magma on it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **October 18, 2009, 08:17:48 pm**

Theres probably enough blood and suffering, not to mention tortured souls, in Blockedlance to animate those piles of armor into horrendous killing machines powered by sheer rage. That eat fear. And shit terror.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 18, 2009, 08:21:27 pm**

Quote from: Eagle on October 18, 2009, 08:17:48 pm
Theres probably enough blood and suffering, not to mention tortured souls, in Blockedlance to animate those piles of armor into horrendous killing machines powered by sheer rage. That eat fear. And shit terror.

And are pretty damn good arm wrestlers. Better feel happy your elbows arent [SEVERONBREAKS]

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 18, 2009, 08:22:04 pm**

Lord Lego spotted the demons, He and his men had been assigned to watch over the Stonecutters as they built the pyramid. He blew a ram's horn to signal to Lord Dullard's squad down on the fields below to hurry to their location.

"Come men!" he yelled as he pulled his crossbow off of his shoulder and began running up the sides of the pyramid.

The demons swooped in, flying low to the ground and buzzing the marksdwarfs. Lord Lego and his men fired, but the bolts bounced off the thick demon scales.

The demons flew up high over the fortress and began circling it ominously, screeching out their terrifying battle cries. The peasants all ran inside.

Fil, however was ledged up. He had been building fortifications along the base of the pyramid, and had committed a very dwarven mistake by boxing himself in upon the wall below.



There was nowhere to run. "Why must I be destined to die, Gods?" he shouted at the sky.

FPS: 140olis RifotkÜbuk. "Blockedlance"				13th Granite. 236. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		9379227*		Population:		57				Champions		14	
Weapons:		567351*		Miners		4				Axe Dwarves		None	
Armor and Garb:		601418*		Woodworkers		2				Axe Lords		None	
Furniture:		1432255*		Stoneworkers		None				Sword Dwarves		None	
Other Objects:		3004343*		Rangers		None				Swordmasters		None	
Architecture:		2058456*		Metal Smiths		2				Mace Dwarves		None	
Displayed:		1555775*		Jewelers		2				Mace Lords		None	
Held/Worn:		159629*		Crafted Dwarves		6				Hammer Dwarves		None	
Imported Wealth:		2649584*		Nobles/Admins		9				Hammer Lords		None	
Exported Wealth:		221182*		Peasants		1				Spear Dwarves		None	
Food Stores:		14780		Children		None				Spear Masters		None	
Meat		None		Fishery Workers		None				Mark Dwarves		2	
Fish		None		Farmers		10				Elite Mrksdwrvs		None	
Plant		377		Engineers		2				Wrestlers		1	
		Seeds		Trained Animals		A				Elite Wrestlers		None	
		413		Other Animals		A				Recruits		2	
		Drink											
		5371											
		Other											
		8619											

236. The fortress is thirty six years old (again). Thirty two of those years are contained within this thread.

However something unusual happened this year. Something that never happens.

A elven caravan from Ayithele has arrived.

When the elves came, our dwarven champions rushed forth, but the foul creatures prostrated themselves on the ground and offered their silky-haired maidens to our men. Knowing that silkiness would distract our fighting men, these elves gained entry to the fortress. The Queen and her bodyguard MadMonkey24 blocked their way into the temple. MadMonkey alone could slaughter the entire caravan. The Queen most likely could as well, although shes not armed or armored.

"What in Armok's name are you doing here elves?" howled the Queen.

"We come to give you things!" cried the caravan master, holding forth a small chest of wooden baubles.

"You come here to die for many decades, now you want to give us things? You are strange creatures elf!"

"Our Goddess, who is now known as Ayelawethy the Devoured Cherry, has ordered us to make amends with you, for you are more powerful than we can ever hope to be! It was our mistake to not look to nature and see that the powerful eat the weak. This is the way it must be for us from now on. Our Goddess came to our retreat with your God Armok. She submitted to him before our eyes, and told us we must do the same for you."

"Oh." There was an odd look on the Queen's face. "Well lucky for you I'm not into the sick shit Armok is."

MadMonkey laughed. "Yeah, relax your buttoholes fairy boys!"

Urist tried not to laugh at the tasteless joke, but a chuckle slipped through. "Well what did you bring me slaves?"

"Uhhh...wooden stuff."

"If that's all you brought I'm afraid I'm going to have to kill you after all."

"No! We have sun berries! And sunshine!" cried the elf frantically.

"Pfff...you were stupid enough to trade me some sun berry seeds for some stone earrings thirty years ago. I have all the sunberries and sunshine I could ever want!" laughed the Queen. "In fact, I probably have more than you do! I should be sending YOU caravans of the stuff, asshole!"

"Well....but we bring animals in cages! I have a raccoon...dont you want a pet raccoon?" shrieked the elf.

There was a moment of silence. "MadMonkey, do we have any raccoons?" asked Urist.

"None, your majesty," he answered.

"Good. We'll take your raccoon! We need it for modding. Bring more exotic shit next time! And give us all the meat you have....and what the hell I guess I'll take the sunshine too after all....you can never really have enough booze."

"Yes, my Queen!" said the elf with a bow. He scurried off to unload the goods requested.

Urist turned to MadMonkey. "That elf just called me his Queen!"

"Your majesty has that affect on people," replied MadMonkey.

"Yes. I suppose I do...."

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **October 20, 2009, 04:32:35 am**

Quote from: MrGimp on October 18, 2009, 05:42:10 pm
All that mattered was that the Duke would reign as Soviet Supreme, and mayor of Blockedlance.

I feel like Saddam Hussein after an election. :D Seems like it's beginning to come along nicely with Queen Urist. She's giving me fiendish grin and all. It's gonna be awful/awesome when she finally get that heir of hers. Any improvement in the Duke/Queen relationship or Urist still nothing more than passing acquaintance with everybody?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **October 20, 2009, 05:17:42 pm**

Quote from: MrGimp on October 20, 2009, 04:00:55 am
"Oh." There was an odd look on the Queen's face. "Well lucky for you I'm not into the sick shit Armok is."

I guess rubbing herself with blood while copulating doesn't count as sick shit.

I'm marginally glad that my suggestion of ritual intercourse while bathing in blood was finally included. Marginally.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **October 21, 2009, 01:44:08 am**

Quote from: Jim Groovester on October 20, 2009, 05:17:42 pm
I'm marginally glad that my suggestion of ritual intercourse while bathing in blood was finally included. Marginally.

.....Wait was that meant only for the story?

Guess I gotta go tell the neighbors sorry for the "incident" with the cat.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Innominate** on **October 21, 2009, 06:52:05 am**

It's official people, I'm current. The only thing missing from this fortress is dragons chained to the corners of the temple roof.

If you could find it in your heart to give me a dwarf, I've got a somewhat unorthodox idea. A hammerdwarf who exclusively wields wooden hammers of base quality named Mario. For best results, should wear red-dyed clothing and have a liking for turtle shell. Italian accent optional.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **October 21, 2009, 01:43:09 pm**

Quote from: Zulaf on October 21, 2009, 01:44:08 am

Quote from: Jim Groovester on October 20, 2009, 05:17:42 pm

I'm marginally glad that my suggestion of ritual intercourse while bathing in blood was finally included. Marginally.

.....Wait was that meant only for the story?

Guess I gotta go tell the neighbors sorry for the "incident" with the cat.

You disgust and amuse me.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **October 21, 2009, 02:43:23 pm**

Quote from: Jim Groovester on October 21, 2009, 01:43:09 pm

Quote from: Zulaf on October 21, 2009, 01:44:08 am

Quote from: Jim Groovester on October 20, 2009, 05:17:42 pm

I'm marginally glad that my suggestion of ritual intercourse while bathing in blood was finally included. Marginally.

.....Wait was that meant only for the story?

Guess I gotta go tell the neighbors sorry for the "incident" with the cat.

You disgust and amuse me.

You should be used to that by now, pretty much anything even vaguely to do with this story is disgusting and amusing, that's why we keep reading it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 21, 2009, 11:03:46 pm**

Quote from: Soviet Travolta on October 20, 2009, 04:32:35 am

Quote from: MrGimp on October 18, 2009, 05:42:10 pm

All that mattered was that the Duke would reign as Soviet Supreme, and mayor of Blockedlance.

I feel like Saddam Hussein after an election. :D Seems like it's beginning to come along nicely with Queen Urist. She's giving me fiendish grin and all. It's gonna be awful/awesome when she finally get that heir of hers.
Any improvement in the Duke/Queen relationship or Urist still nothing more than passing acquaintance with everybody?

Her and the Duke are Friends now. But theyve been friends for a year now with no further improvement. I can only hold out hope that soon they will tie the knot.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 21, 2009, 11:12:22 pm**

Quote from: Innominate on October 21, 2009, 06:52:05 am

It's official people, I'm current. The only thing missing from this fortress is dragons chained to the corners of the temple roof.

If you could find it in your heart to give me a dwarf, I've got a somewhat unorthodox idea. A hammerdwarf who exclusively wields wooden hammers of base quality named Mario. For best results, should wear red-dyed clothing and have a liking for turtle shell. Italian accent optional.

Sorry, Huesoo has dibs on the next Armok worshipping Hammerer.

I can make you a mushroom farmer named Mario though. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **October 21, 2009, 11:38:59 pm**

Quote from: MrGimp on October 21, 2009, 11:12:22 pm

Quote from: Innominate on October 21, 2009, 06:52:05 am

It's official people, I'm current. The only thing missing from this fortress is dragons chained to the corners of the temple roof.

If you could find it in your heart to give me a dwarf, I've got a somewhat unorthodox idea. A hammerdwarf who exclusively wields wooden hammers of base quality named Mario. For best results, should wear red-dyed clothing and have a liking for turtle shell. Italian accent optional.

Sorry, Huesoo has dibs on the next Armok worshipping Hammerer.

I can make you a mushroom farmer named Mario though. ;D

Probably not a good idea, everyone would starve because he would stomp on them all. Or maybe it's the bet idea ever. You decide.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Innominate** on **October 22, 2009, 03:38:43 am**

Mushroom farmer is also good. It also makes him marginally more likely to survive, as he won't have to build pyramids or brave wildfires to fight goblins.

What about a regular hammerdwarf though, not a Hammerer?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 22, 2009, 04:55:27 pm**

He could be a pump operator.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **nonobots** on **October 22, 2009, 06:49:54 pm**

Awesome!
Awesome as in inspiring fear and reverence.

Wicked!
As in evil, mischievous and full of trickery.

Can I be part of this nightmare? What's left for NPCs? I'd like whoever has a chance of some spotlight without being in the military. Nonobots would be the name.

Thanks and keep it coming!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **October 22, 2009, 06:53:15 pm**

Quote from: nonobots on October 22, 2009, 06:49:54 pm

Awesome!
Awesome as in inspiring fear and reverence.

Wicked!
As in evil, mischievous and full of trickery.

Can I be part of this nightmare? What's left for NPCs? I'd like whoever has a chance of some spotlight without being in the military. Nonobots would be the name.

Thanks and keep it coming!

I can see your name dooming you.

"NO!!! NO BOTS!!!!!"
And then the robots ate him.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 22, 2009, 07:27:22 pm**

Quote from: Innominate on October 22, 2009, 03:38:43 am

Mushroom farmer is also good. It also makes him marginally more likely to survive, as he won't have to build pyramids or brave wildfires to fight goblins.

What about a regular hammerdwarf though, not a Hammerer?

Haha, I just realized you asked for a hammerdwarf not the Hammerer. My bad!

Well we don't have hammerdwarves here...but I can give a hammer to an axe lord if you want. You'll still be legendary in all the defensive stats....but I doubt you would be able to make a dent in these demons for a while. Also...the only free military dwarves left are old rebel dwarves. These dwarves may soon find themselves in the arena.

Up to you.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **October 22, 2009, 07:31:50 pm**

JOIN ME. WE WILL FORGE A BETTER TOWN. Or we'll, you know, die.

Yeah, how have i been doing? Have i nicked that anvil yet?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 22, 2009, 07:33:36 pm**

Quote from: nonobots on October 22, 2009, 06:49:54 pm

Can I be part of this nightmare? What's left for NPCs?

Well, theres some legendary craftsddwarves, a legendary clothier, a legendary leatherworker....a strand extractor...some legendary jewelers....and a bunch of legendary mushroom farmers.

Oh, and the Duchess still has three legendary daughters left.

Pretty much everyones legendary except that damn strand extractor. Lazy bastard.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Innominate** on **October 22, 2009, 07:49:27 pm**

Go for the Axelord with hammer. It could either be a stroke or amnesia, of just the Blockedlance fumes which make him think he's an Italian plumber. And a rebel is fine, even if he ends up in the arena. Just wait until he finds a 1-up mushroom.

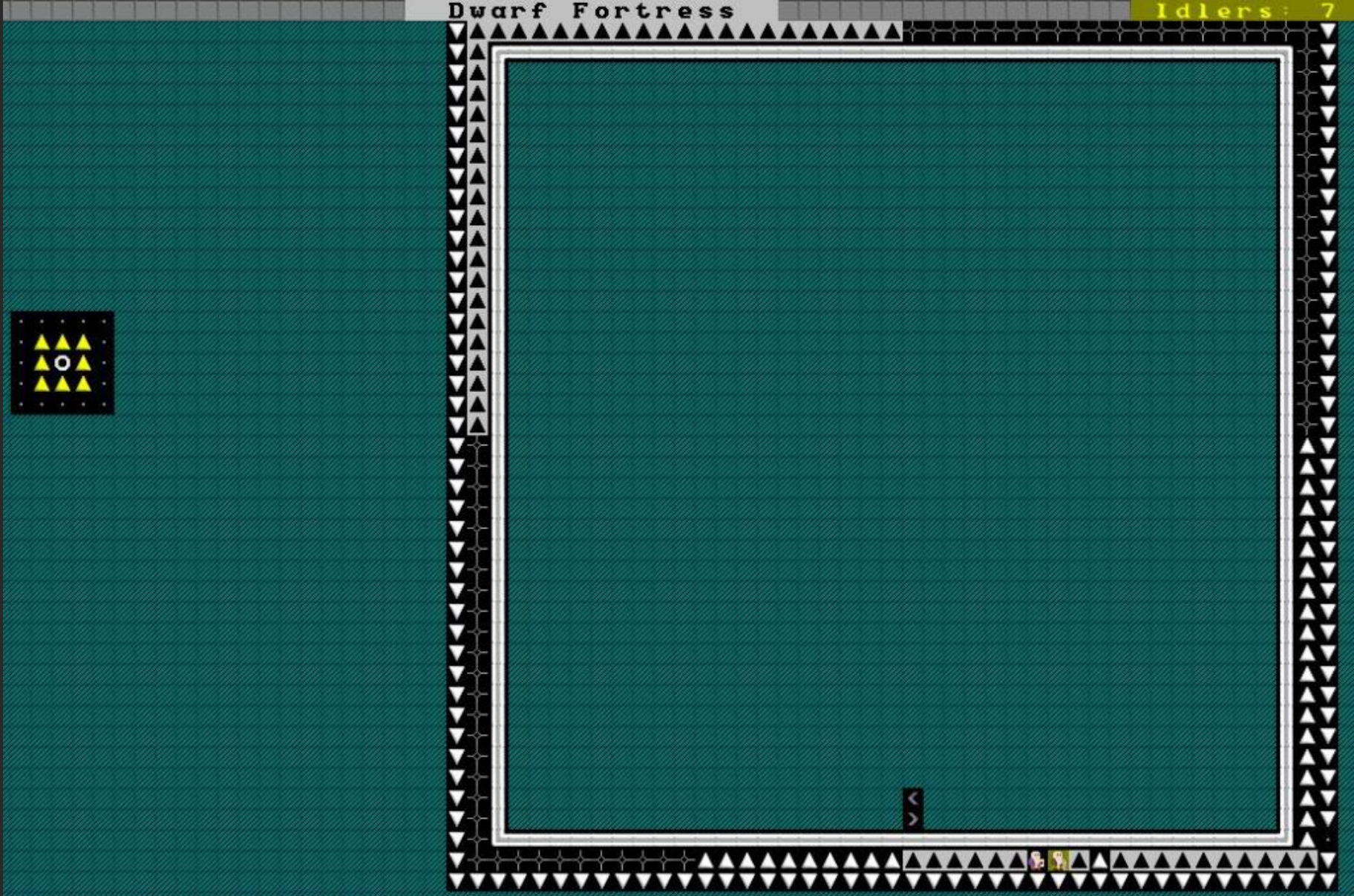
Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 22, 2009, 08:06:09 pm**

Eagle snuck from his cave late at night, dressed in a tattered leather cloak he had found out in the hills. He made his way down the mountain and across the eternal mud patch at it's base. Coming down the mountainside the giant construction site dominated the fortress layout. He had expected to enter through the north gate of the palisade walls, but he found that entrance to have long been sealed. He made his way to the west gate and into the courtyard.

There in the crisp night air, under the countless stars of heaven, he stood before the towering temple. The dark steel columns contrasted sinisterly with the white dolomite of the walls behind them. Beneath this temple lay the vile pit of hell that had long ago unleashed evil upon this world. Eagle shuddered and scurried forward. He did not want to spend any more time in this wretched place than he had to.

He passed the old sacrificial altar. It was a roofed drop that fell into a hole in the arena ceiling. It had only been used once. A tax collector's bed had been placed up there. When he went to sleep, a floor was removed that dropped him to his death. Eagle sighed as he thought about that fond memory. It was one of a very few he had from Blockedlance.

He looked up as he entered the fortress, and saw the sloping sides of the pyramid rising above him. It was already reaching four Heisenberg Uncertainty-Units into the air.



Eagle passed a sleeping guard as he entered the fortress proper and made his way to the old abandoned barracks to grab an axe from the stockpile. Finding an anvil would be harder. The only place he knew for sure that he would find one was the temple trade depot. Since the temple doors were sealed for the night, he would have to make his way through the fortress halls and then back out. It would mean passing the palace entrance.

"Oh well," he said to himself. "I need me an anvil." With dwarven resolve he slung the axe across his back and headed off down into the belly of the beast...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **October 22, 2009, 08:09:02 pm**

Suspense!

Awesome. 8)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 22, 2009, 08:13:38 pm**

"Eagle creeps through the godsforsaken fortress to find an anvil for his own motives. As he- wait a tick! Who are you? What's that axe- OH GOD NO MY LEG"
Narrator cancels Narrate: Unconscious

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 23, 2009, 01:29:01 am**

ARRRRGRHGHGHGKGJ!!:JKHlakrjhg a;ghjs.gjklr

STUPID!!!

For class we have to put stuff in a database online. Easy. I know MySQL (a compuer language) so I can do all that shit. But NOOOOO!!!! We cant use MySQL to do it! That would be too easy! No.....we have to download three different applications, all of which require us to sign over all our contact info to just fucking download. Then I have to go through this insane install processes...

Spam Install or Custom install? Custom
Path Name? Wherever you want...I dont care!
Please enter your user info Great....I gotta give you private info AGAIN?
Register now or later? NEVER!!!!!!!!!!!!!!
Ok please wait...
Oops. I froze.
Repeat process until death's sweet embrace takes you

As if that didnt piss me off enough, then the directions start becoming shit like....

Go to menu->tools->option->java
Select Path Name
Enter path folder for connector
Enter User Name
Enter Password
Setup proxy database server
An update is ready for this program
Would you like to drop everything you're doing and update?

AARRRRGHGHGHGKGHGLAKFj;ha ;SGLJA;OGI[ER'!!!!!!!!!!!!!!!!!!!!!!

And why do we have to do all this? Because morons who dont want to learn MySQL still want to be able to participate in class. We get

graded on this so I HAVE to do it. Seriously....Ive been working at this nearly four fucking hours now! AND IM STILL NOT DONE!!!!!!!!!!!!!!!!!!!!!!

This can all be done with FOUR FUCKING LINES of MySQL code!!!!! This isn't the easy way out people!

FUCK PEOPLE!!!! YOU'RE IN A COMPUTER PROGRAMMING CLASS!!!! LEARN THE FUCKING COMPUTER LANGUAGE!!!!!!!!!!!!!!

MrGimp cancels loving life: Interrupted by hatred for all existence

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 23, 2009, 01:52:49 am**

Myth hung nailed to the Tree of Woe. He had been here some time. Grim Grom would come by and shatter some bone, then heal it only to shatter it again. It was a miserable existence.

Suddenly, and without warning Armok appeared before him.

"AARRGGHHHH!!!!" Myth screamed in terror.

"YOU!!!" Armok roared. "You're the kind of person that makes everyone suffer through four hours of bullshit because you can't be bothered to learn, aren't you? AREN'T YOU??!!!!!"

"What?" he cried.

The mighty fist of Armok rained down upon Myth, crushed him and the tree. Myth remained conscious, even though he was now only a pancake. He could feel every inch of his body, and every ounce of pain. "You LIKE being stupid! You revel in it! Don't you?" Armok raised his hands and healed Myth, then punched him back down into the ground again. Again he raised Myth back to full health from his pancake shape. "DON'T YOU??" Again Myth was flattened by the fist of the Blood God.

Hans Gribblegrom, the Locator of Pain came walking up the hillside.

"Hey Armok."

"Hey Hans," sighed Armok.

"Bad day?"

"Yeah...stupid database interface software."

"Oh." Grim Grom sat puzzled for a minute, not knowing what the fuck Armok was talking about. "Well hey, wanna go back to my place and smoke some rat weed? It'll mellow you out."

"Actually yeah...that sounds pretty chill."

Armok headed off with Grim Grom. Myth lay flatenned on the top of the mountain. Waves of black water crashed below him, and zombie giant sea gulls squawked above him in the dim clouded sky. Occasionally they would drop a zombie giant sea gull turd right onto Myth's flattened body/corpse. Myth wondered if he would ever get to experience the joy of death.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **QuakeIV** on **October 23, 2009, 01:43:53 pm**

Holy god, thats fucking retarded! Of course the programming class my friend is in the other students are so damn stupid they asked how to turn the laptops on so they could start 'programming'.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **peterix** on **October 23, 2009, 02:38:38 pm**

Quote from: MrGimp on October 23, 2009, 01:29:01 am

ARRRRGRHGHGHGHGKJ!!:JKHlakrjhg a;ghjs.gjklr

Seriously, I can relate to that. I had a hardware class where I was to make a small C program that works together with an FPGA chip that I also had to program.

Time spent writing the C and VHDL stuff: ~10 minutes.
Time spent fixing the build system and coaxing the required tools to work: 7 hours.
Time testing it: 1 minute.

I kid you not.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 23, 2009, 06:03:35 pm**

Hurray! Eternal suffering in the void of the eternal sorrow!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **October 23, 2009, 09:00:05 pm**

It all makes sense now....

Mr.Gimp is really Armok. This means we're not reading a Dwarf Fortress Community Game, we're reading the events of a real world/existence in a form we'd be more comfortable with.

This isn't a game, this is real life! What have we done?!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **October 23, 2009, 09:04:59 pm**

Actually, I've wondered if Mr. Gimp was playing the role of Armok. Now we know.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 23, 2009, 09:31:28 pm**

I like to think that the player is always Armok, and the dwarves are our slaves.

They blindly follow us...they'll even deconstruct a floor tile hanging precariously out over a magma pipe, and they'll do it with a smile. That's the kind of devotion you almost have mercy for. Almost.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 24, 2009, 02:11:06 pm**

Eagle made his way down the dimly lit hallways. He had only seen one guard at the gate, and they had been asleep (or rather, dead drunk). As he made his way down the main stairwell (rampwell?) he heard the clamor coming from the dining halls on the arena floor. There was angst-ridden harp music filling the air, and the din of many clanging mugs and laughing voices. They were partying tonight. Eagle knew not why, maybe they were celebrating the easy slaughter of the recent demons? Maybe they partied every night?

Eagle got off on his level and passed the main dining hall. His swagger took on a drunken sway as he tried to fit in with the revellers. A couple drunken dwarves were entering and exiting the hall, but they didn't notice anything unusual about Eagle. In a fortress of only 58 dwarves there was a good chance he might be recognized as the deserter he was...but these dwarves were too drunk, and Eagle slipped by.

He saw the guards standing guard at the hallway's end. The great dolomite door between them was the entrance to the palace. Eagle would have to make his way closer to them, and then left down the hall. These dwarves were trained to monitor all who even passed near the palace. Eagle took a deep breath and carried on.

He passed without incident, though his heart rate quickened. Once out of sight he hurried faster to the trade depot. It was easy to find an anvil, as there were several stacked high in the corner. It was dwarven habit to accumulate unneeded anvils, and Eagle had his pick of steel or iron. He grabbed a steel one of course, because it's dwarfy steel rather than rusted gobbo-humie iron. With an axe on his back, and an anvil in his hands, he hobbled back down the hallway as fast as he could.

He reached the end and turned right, with the palace entrance now behind him. He scurried forward, and began to think the guards weren't going to say anything.

"You there!" boomed an authoritative voice. Eagle turned to see one of the two guards already walking towards him.

"Me?" Eagles voice nearly cracked.

"What are you doing with that anvil?"

"Uhhh..." Eagle thought fast. "The Queen wanted me to move it upstairs."

"Why?" he barked. "Theres no forges upstairs!"

"I think she mighta been mad at me."

The guard raised an eyebrow. "Making you haul anvils around all night, eh?"

"Yeah," sighed Eagle with a sad grimace on his face. "She said something about making me smelt all the limonite in the fortress using wood."

"Ha! Like a humie!" mused the guard. He looked back at the other guard still standing at the palace door, who was also chuckling at Eagle's plight. The guard turned back around and then asked, "Well, what's with the axe then?"

"Yeah she put that there...she said it would be easier if I had more weight strapped to me."

Both guards burst into sinister laughter. The nearer one pushed Eagle to the ground, dropping the anvil on his left fourth finger and giving Eagle a light gray wound. Eagle cried out in pain, but the guard didn't care. "Get up peasant. No lying down on the job!" The guard kicked Eagle in the gut, then walked off back to his post. Eagle could hear the apish yokel congratulate himself. "You see that? I told that peasant no lyin' on the job!!! haw haw haw!"

Eagle got back up, grabbed his anvil, and headed off back home, vowing never to return to this place again.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 24, 2009, 02:24:19 pm**

That autumn the dwarven traders from our exiled brethren came to barter with us.

FPS: 139

Bomrek: Greetings from the outer lands. Your efforts are legend there. Let us trade!

Bomrek seems willing to trade.

Gataltadmeng

(mule meat #51)10*25Γ*TT

(giant toad meat #51)50*25Γ*TT

(giant cave swallow50*25Γ*TT

(demon meat #51)10*25Γ*TT

(cave crocodile meat50*25Γ*TT

(cat meat #51)10*25Γ*TT

(giant olm meat #51)50*25Γ*TT

(turtle #51)10*25Γ*TT

(Plump helmet #51)20*25Γ

(Plump helmet #51)20*25Γ

(Plump helmet #51)20*25Γ

(Plump helmet #51)20*25Γ

(Plump helmet #51)20*25Γ

v: View good. Enter: Mark for trade

s: Seize marked. t: Trade

Trader Loss: 2420*

Value: 2420*

Rifotkûbuk

≡Finished Goods Bin190*86Γ

*Talc bracelet*40*8Γ

≡Diorite bracelet≡50*8Γ

≡Orthoclase bracelet50*8Γ

*Finished Goods Bin885*277Γ

≡Orthoclase crown≡50*26Γ

≡Orthoclase earring≡50*2Γ

≡Orthoclase amulet≡50*5Γ

≡Orthoclase earring≡50*2Γ

≡Microcline scepter≡50*26Γ

+Orthoclase idol+30*13Γ

≡Orthoclase crown≡50*26Γ

*Diorite earring*120*2Γ

v: View good. Enter: Mark for trade

o: Offer marked to Gataltadmeng

Value: 0*

Allowed Weight: 9651Γ

Apparently, these demons that have been attacking us here at Blockedlance have made the rounds at Letterclose as well. The traders brought tasty demon meat! Mmm mmm!!!!

I also like how they say they are from the outer lands, not the mountain homes. They realize who's boss.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **nonobots** on **October 24, 2009, 05:56:34 pm**

Quote from: MrGimp on October 22, 2009, 07:33:36 pm

Quote from: nonobots on October 22, 2009, 06:49:54 pm

Can I be part of this nightmare? What's left for NPCs?

Pretty much everyones legendary except that damn strand extractor. Lazy bastard.

I can take the Lazy Bastard, is there enough work left for him?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **nonobots** on **October 24, 2009, 06:06:26 pm**

Your computer classes sure suck.

That's the kind of field where good teacher are hard to find, most of them are too disconnected with the real software production world.

Being efficiently lazy is the keystone of programming.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Kobold6** on **October 24, 2009, 08:58:24 pm**

Aww, I was half hoping eagle would have to disassemble a forge to get his anvil.
Oh well.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akhier the Dragon hearted** on **October 24, 2009, 09:15:54 pm**

Programming can be fun to learn as long as you have a good teacher. I'll tell you if I ever find one.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **October 24, 2009, 10:37:58 pm**

Quote from: Kobold6 on October 24, 2009, 08:58:24 pm
Aww, I was half hoping eagle would have to disassemble a forge to get his anvil.
Oh well.

That's no fun.
No fun at all.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 28, 2009, 11:51:33 pm**

Quote from: nonobots on October 24, 2009, 05:56:34 pm
Quote from: MrGimp on October 22, 2009, 07:33:36 pm
Quote from: nonobots on October 22, 2009, 06:49:54 pm
Can I be part of this nightmare? What's left for NPCs?
Pretty much everyones legendary except that damn strand extractor. Lazy bastard.

I can take the Lazy Bastard, is there enough work left for him?

Oh yes. Plenty. Theres plenty of raw adamantine just sitting on the ground. Plus theres the z-levels above the demon pit I've only begun to touch (the vein runs right through our Dwarven Valhalla Cave awesomely enough).

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 28, 2009, 11:53:51 pm**

Quote from: nonobots on October 24, 2009, 06:06:26 pm
Your computer classes sure suck.

That's the kind of field where good teacher are hard to find, most of them are too disconnected with the real software production world.

Being efficiently lazy is the keystone of programming.

Oh the teachers good, hes got five doctorates. Its just that half the class is retarded and he caters to them because he doesnt want to hear all the bitching and moaning.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 28, 2009, 11:57:36 pm**

Quote from: Akhier the Dragon hearted on October 24, 2009, 09:15:54 pm
Programming can be fun to learn as long as you have a good teacher. I'll tell you if I ever find one.

Programming is always fun to learn!

I love it all...right down to the last semicolon. My own web page is about 6-7 thousand lines of code. 95% written by me (I plead the fifth on the other five percent). I'm pretty proud of it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **October 29, 2009, 12:31:22 am**

Chapter #11 - Sunrise on the Microcline

Yay! It's spring of 237 again!!! This is where the save was lost, so from here on out Im no longer making up for lost time! WooooT

FPS: 136olis Rifotkûbuk. "Blockedlance"11th Granite. 237. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		9418800✱		Population:		58							
Weapons:		572151✱		Miners		4		Champions				14	
Armor and Garb:		658450✱		Woodworkers		2		Ass Dwarves				None	
Furniture:		1434410✱		Stoneworkers		1		Swordsdwarves				None	
Other Objects:		2961197✱		Rangers		None		Swordmasters				None	
Architecture:		2071592✱		Metalsmiths		2		Hacedwarves				None	
Displayed:		1562514✱		Jewelers		1		Hace Lords				None	
Held/Worn:		158486✱		Craftedwarves		7		Hammerdwarves				None	
Imported Wealth:		2655364✱		Nobles/Admins		11		Hammer Lords				None	
Exported Wealth:		249510✱		Peasants		1		Speardwarves				None	
Food Stores:		15892		Children		None		Spearmasters				None	
Heat		33		Fishers/Vendors		None		Marksdwarves				2	
Fish		5		Farmers		10		Elite Mrksdurvs				None	
Plant		354		Engineers		2		Wrestlers				None	
				Trained Animals		A		Elite Wrestlers				None	
				Other Animals		A		Recruits				1	

The pyramid is making GREAT progress since I killed slightly fewer dwarves this time around and turned them all into masons. I'm

already up to floor 7 on the giant dwarven-made mountain. We actually ran out of dolomite on the seventh floor. It sucks because most of whats left is crummy old diorite. Only the top couple layers have the dolomite sweetness.

Urist has ordered the mining out of more noble bedrooms on the dolomitey temple levels. Also, we're finally extending the moat. That should be all the dolomite we need. Now we just have to come up with a mega project for all this diorite.

We managed to get rid of some diorite by redesigning our front entrance way. It has been drastically altered. The base of the pyramid juts out over the road in the courtyard. The road will need to be removed. And The old barracks is now just way too close to the base of the pyramid. I think it may have to come down.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **Tradanbattlan** on **October 29, 2009, 12:36:34 am**

Hmm... Sunrise on the Microline...
I like.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **Akhier the Dragon hearted** on **October 30, 2009, 11:39:27 pm**

Quote from: MrGimp on October 28, 2009, 11:57:36 pm

Quote from: Akhier the Dragon hearted on October 24, 2009, 09:15:54 pm

Programming can be fun to learn as long as you have a good teacher. I'll tell you if I ever find one.

Programming is always fun to learn!

I love it all...right down to the last semicolon. My own web page is about 6-7 thousand lines of code. 95% written by me (I plead the fifth on the other five percent). I'm pretty proud of it.

[rant]Oh lordy lordy! I love programming to, its just that some teachers can make it so boring and hard. I had a class where I basically knew everything that the class was supposed to teach me halfway through and the only thing that made the class go so long was that the teacher felt you had to "make" 100 new programs for every thing you learned! Of course that would not be so bad but for the fact that its not making really if the book tells you every little step you have to take then gives you how the coding should look never mind that the page of programming could easily be fit into a couple lines with the thing you learn next![/rant]

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**

Post by: **MrGimp** on **November 02, 2009, 12:32:25 am**

Yeah the tedium of doing things over and over sucks. But ALWAYS save that shit. At least as soon as you're programming worthwhile stuff. Like I just have basic templates of everything from user logins and forums, and web layouts. Nothing impressive, but it saves a lot of time when you can just copy paste instead of re-writing a couple thousand lines of code.

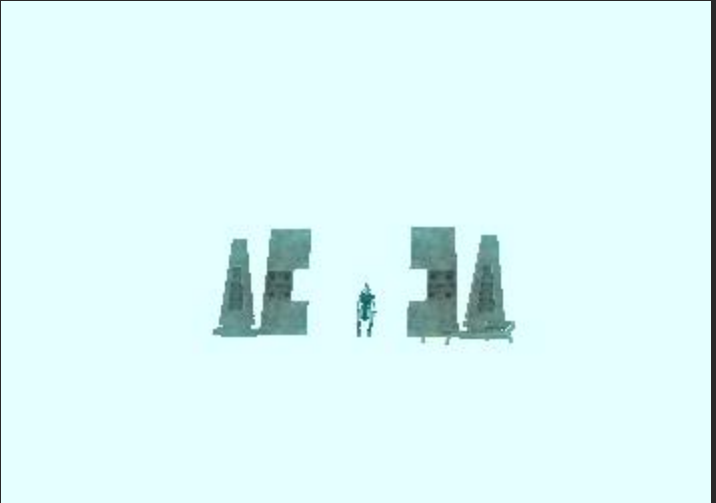
Speaking of re-writing code....stupid Internet Explorer is displaying my page wrong again. Everytime I get it right, they elf it all up! I urge everyone to switch to google chrome or firefox. They're free, way faster, and way better. Plus, they're easier on us coders. I don't know what is up with IE. They're buggy as hell....and always changing how they handle different elements. I always have to write 'IE only' functions to fix this crap. My dwarven efficiency chafes at having to write things twice! CHAFES I SAY!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 02, 2009, 01:21:37 am**

Christes floated miserably through the barren void. The emptiness was mind crushing. There was nothing to do. No one to talk to. Nothing to look at or touch or taste or smell. It had been this way for a couple years possibly....she had no understanding of the passage of time here. Every moment was the same as the next.

She had not seen anything but whiteness since Tradan had faded into a dot in the distance so small, that it eventually became consumed by the whiteness as well.

She was astonished when she came upon the sight of something in the distance. She was headed straight for it...



Closer and closer she flew...or fell? She was almost being pulled in by the gravity of this single point in the void. She made out several stones, a simple bed, and the figure of a strange being that belonged to a race Christes had never seen before.

When she was very close, her feet landed on an invisible 'floor', and she walked again for the first time in years.



She was happy to see another sentient being, and began shouting immediately. "Oh my god! Another person! Who are you? What is this place?"

There was silence for a moment.

"Can you understand me?" she asked. Again there was silence...except...there was almost a whisper in her mind. As she focused on it, the voice grew louder. She could hear the strange being speaking to her, though his lips did not move, and his body made no real sound. He was shouting in her mind now.

"HELLO???"

"Oh...hey!" she said out loud, startled.

"I haven't seen another being in....in....in I don't know how long," said the voice in her head.

"How long have you been here?" asked Christes.

"I don't know. I have been here so long, that I do not even remember a time when I was **not** here."

Wow...that's fucked up, thought Christes to herself.

The being's face contorted into a grimace. The voice in her head spat back at her angrily, "Well you get to enjoy it too!"

"Sorry....I'm not used to someone who can read minds."

"Read minds?" asked the voice. "The last two guys that I saw said that same thing about me. I didn't understand what they meant....they were mad. Mad, mad, mad. The whiteness will do that to ya."

"Uhhhh...." Christes tried not to think the words 'mad like you?' and instead kept the conversation going. "What is this place? Who put these stones here? How come we can walk?"

"These stones have always been here! I have always walked!" the telpath's voice shouted.

"But...everything else is empty...did Armok give you this cell?"

"Armok?"

"Big demon guy....horns, gnarled teeth? Fire and brimstone? Any of that ring a bell?"

"I can't say I recall anyone by that name....I only ever remember receiving two visitors. I don't remember their names. They ran off into the whiteness. You can go look for them if you like. Maybe one of them is the Armok you're looking for?"

"Uhhh...no thanks." mumbled Christes. "I just....I mean....well....how many people are trapped in here in the whiteness? I thought it was just me and my boyfriend?"

"Well there could be an infinite number of people here in an infinite void, and you would still have no chance of meeting anyone else ever. The fact that I have met three people now is breathtakingly unlikely. It was literally an infinitesimal chance of me even meeting **one**!"

The telepath walked to the left. "Please, sit for a while and drink tea with me!"

Christes looked down, and there was a table! There was a fine pewter tea set, and steaming tea already poured. It was as if she was in a dream. Was she hallucinating? Oh well...even if she was, she wasn't about to fight it. At least hallucinations were **interesting**. Much better than bleak whiteness.

"I'd love some tea," Christes said at last. She sat at the table with the telepath. "You've gotta teach me how to make stuff out of nothing."

"What are you talking about?"

"The table. It wasn't here before."

"What? It's always been here!"

Christes settled in for several months of interesting conversation with her mad telepathic friend...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Christes** on **November 02, 2009, 01:52:17 am**

I'm glad Christes gets to do something interesting.

And, whoa, nice graphics.

Is that a first for a community fortress?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **November 02, 2009, 03:17:25 am**

Actually, those graphics are from a game called Star Wars: Knights of the Old Republic. I dedicated about an entire week of my life getting though the game and all of its features. Finding all of the important objects, completing all of the random side quests, etc. By the end of it I had memorized all of the canonical information contained within. Ask me a question about the game and I could probably answer it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 02, 2009, 02:41:11 pm**

Yeah Knights of the Old Republic was the shit! I love that game. And the sequel! I played the sequel first actually, loved it, then bought the original. The original is better. You get to slaughter your jedi friends that fought with you the entire game if you turn to the dark side....oh, and you can kill the 13 year old twilek girl on the beach. Fucking awesome!

For those that have never played the game...

The screenshots above are from a scene in the game where youre smuggling shit for some Jabba the Hut guy, and you get this mysterious alien box. If you open it up you enter some prison cell designed by some ancient race. It was an infinite white void...and the only thing in it was this guy.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **November 02, 2009, 05:19:11 pm**

I think Knights of the Old Republic runs off of the same engine as Neverwinter Nights (the first one). I don't know if KotOR has a dev kit, but I know Neverwinter Nights does.

So, if someone wants to make 3d scenes, they can make modules in the development kit with the needed set pieces.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 02, 2009, 05:26:52 pm**

Ooo! Christes is so lucky! All I have are these... clouds (?)
Ah well. I started another game of Beer-On-The-Wall. But with an ENTIRELY different storyline- this time I MAKE the beer I take from the wall!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 02, 2009, 06:53:01 pm**

Eberdek's Fate

Okay, so I was trying to put Eberdek in a cage so that I could drown him in either water or lava...



But Dwarves are wise these days...they wont fall asleep on a trap.

Damn.

Oh well....off you go to the spike pit Eberdek....the Queen would like to copulate in dwarf blood.



And with the repeated pulling of a lever, steel spikes ripped through Eberdek's already mangled corpse-body over and over again without mercy.

Blood poured into the Queen and Duke's love chamber from under the door.



Grigrak's spirit was no longer attached to the venom-racked body of Eberdek....but searing hatred had been left in it's stead. A hatred so strong that it transcended physical reality. Not a memory, thought, or feeling in the brain, but something much deeper...a carnal lust for revenge on the demonic Urist!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Innominate** on **November 02, 2009, 06:54:36 pm**

Quote from: Tradanbattlan on November 02, 2009, 05:26:52 pm

Ooo! Christes is so lucky! All I have are these... clouds (?)

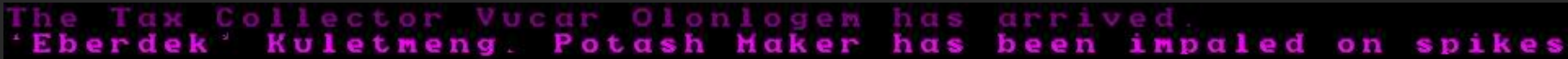
Ah well. I started another game of Beer-On-The-Wall. But with an ENTIRELY different storyline- this time I MAKE the beer I take from the wall!

Nonsense. It's always been there!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 02, 2009, 06:57:44 pm**

Heh heh....

The best part about Enerdek's death is that a tax collector had just arrived when Urist killed him. I like that his first impression of life at Blockedlance is someone dying.



I think that's appropriate, don't you?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **November 02, 2009, 07:15:49 pm**

Indeed

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **November 02, 2009, 11:31:19 pm**

Obviously Enerdek is going to possess the Tax Collector.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 02, 2009, 11:35:43 pm**

Quote from: Moose Fisher on November 02, 2009, 11:31:19 pm

Obviously Eberdek is going to possess the Tax Collector.

Maybe MrGimp would take another turn with Eberdek and have him meet up with Tradan in the void, then something happens and both of them end back up in Blockedlance.
But that's just my idea.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **November 03, 2009, 12:14:16 am**

Tradanbattlan, your avatar is oddly fitting for your dwarf.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 03, 2009, 12:15:35 am**

Quote from: Eagle on November 03, 2009, 12:14:16 am

Tradanbattlan, your avatar is oddly fitting for your dwarf.

Not anymore!
But yeah, Airman is pretty fitting, I suppose.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **November 03, 2009, 12:17:26 am**

Quote from: Tradanbattlan on November 03, 2009, 12:15:35 am

Quote from: Eagle on November 03, 2009, 12:14:16 am

Tradanbattlan, your avatar is oddly fitting for your dwarf.

Not anymore!
But yeah, Airman is pretty fitting, I suppose.

Holy shit that avatar change was fast.

ON TOPIC: Can we get an updated map on the DFMA please? I want to see how the forts changed.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 03, 2009, 12:19:32 am**

Quote from: Eagle on November 03, 2009, 12:17:26 am

Quote from: Tradanbattlan on November 03, 2009, 12:15:35 am

Quote from: Eagle on November 03, 2009, 12:14:16 am

Tradanbattlan, your avatar is oddly fitting for your dwarf.

Not anymore!
But yeah, Airman is pretty fitting, I suppose.

Holy shit that avatar change was fast.

ON TOPIC: Can we get an updated map please? I want to see how the forts changed.

Yeah, that'd be nice.
Oh, and I was changing avatar probably as you typed your message. :/

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **November 03, 2009, 12:33:09 am**

Quote from: Tradanbattlan on November 03, 2009, 12:19:32 am

Quote from: Eagle on November 03, 2009, 12:17:26 am

Quote from: Tradanbattlan on November 03, 2009, 12:15:35 am

Quote from: Eagle on November 03, 2009, 12:14:16 am

Tradanbattlan, your avatar is oddly fitting for your dwarf.

Not anymore!
But yeah, Airman is pretty fitting, I suppose.

Holy shit that avatar change was fast.

ON TOPIC: Can we get an updated map please? I want to see how the forts changed.

Yeah, that'd be nice.
Oh, and I was changing avatar probably as you typed your message. :/

Probably, though i saw Airman just after i posted, when it took me back to the thread.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 03, 2009, 01:30:15 am**

Quote from: Eagle on November 03, 2009, 12:17:26 am

ON TOPIC: Can we get an updated map on the DFMA please? I want to see how the forts changed.

Nothing really major has changed actually, other than the entrance. When the pyramid is done I'll probably upload another map.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 03, 2009, 01:33:16 am**

So here we see the temple altar with the artifact turtle shell idol of Armok...



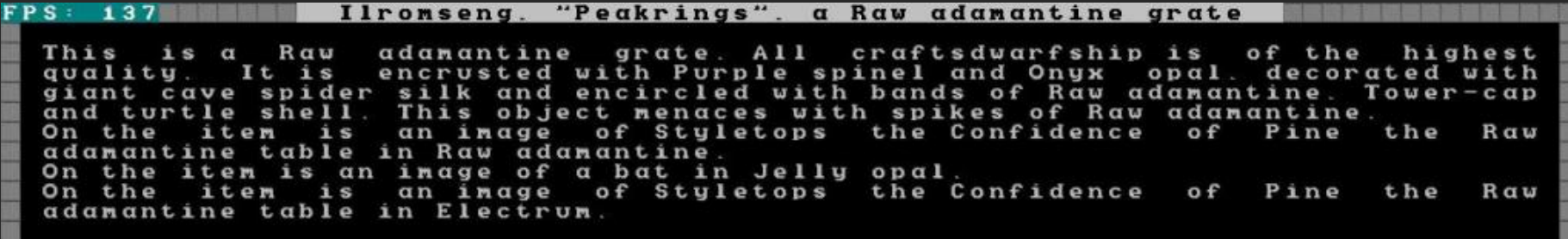
The temple is mighty stinky these days. I think it's a demon rat....but it might just be rotted food dropped by some lazy dwarf.

That stink cloud spans 4 z-levels!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 03, 2009, 01:41:33 am**

Well some jerk got possessed. He took three raw adamantine nuggets, and a bunch of other junk and hammered out Peakrings...a raw adamantine grate.

Oh wow. Amazing. I am so overjoyed. This was a very worthwhile use of our adamantine.



It has an image of the artifact adamantine table that Nightwing carved. In fact, it's on there twice. And theres a picture of a bat too.

Amazing.

Oh...it's definitely worth the 1.3 million the bastard appraised it at. Yep. I have absolutely no desire to throw this fucker in magma. None. None at all.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **November 03, 2009, 01:44:18 am**

It wouldn't melt anyway, it's made of raw adamantine, which, I assume, has the same heat tolerance as the forged metal.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 03, 2009, 02:02:14 am**

Nah I meant the maker ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradambattlan** on **November 03, 2009, 05:19:27 pm**

Who else found it fitting that the table was called Styledtops?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **November 03, 2009, 06:00:37 pm**

Quote from: MrGimp on November 02, 2009, 06:53:01 pm
...a carnal lust for revenge on the demonic Urist!

This story both amuses and disgusts me.

[/broken record]

Alright, MrGimp, what's in store for Grigrak next? Maybe he should spend a thousand summers hitchhiking through the void before returning to kill Queen Urist? Or maybe he should get right back to it and possess another doomed victim?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **November 03, 2009, 08:00:42 pm**

My vote still goes towards possessing the Tax Collector.

But before that, Grigrak should possess Peakring's creator before being dumped into magma. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HAMMERMILL** on **November 03, 2009, 10:28:48 pm**

Howdy. I used to post as Guy Montag untill my computer ate shit, exploded, and I forgot my password.

So what is Baron von Montague doing these days? Head of the Soviet Supreme is muy excelente, thats how I envisioned the guy. A power-hungry, conniving bureaucrat with an axe. The historial Soviet Supreme (http://en.wikipedia.org/wiki/Supreme_Soviet) isn't much different.

As it stands now, with the coup defeated and Queen Urist now clamped down on the of populace with a stanglehold and degree of power greater then ever before. With the duke under her thumb, all malcontents dead, time traveling save-loss quantum implosions and all resistance ritualistically stained on Urist's gentialia, the fortress seems to be once again under the old 1984 style dictatorship where no lesser can possibly displace the Queen.

Still, you'd wonder if the folks in Letterclose would be concerned that their queen is copulating in dwarf blood and is causing their demon invasion problem. That bit of Demon Meat they offered for sale almost seems like warning, like the horse head in your bed to tell you you are out of line.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HAMMERMILL** on **November 04, 2009, 12:19:34 am**

The queen seems to hold no power over anyplace but Blockedlance, since Letterclose and its leaders might want to bring the nightmare of the Blockedlance to an end, suppose they sent an agent? The Tax Collector might be there to collect more then taxes.

Perhaps he collects money, credits and SKULLS.

Spoiler (click to show/hide)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **November 04, 2009, 12:20:20 am**

Quote from: HAMMERMILL on November 04, 2009, 12:19:34 am

The queen seems to hold no power over anyplace but Blockedlance, since Letterclose and its leaders might want to bring the nightmare of the Blockedlance to an end, suppose they sent an agent? The Tax Collector might be there to collect more then taxes.

Perhaps he collects money, credits and SKULLS.

What, is he Khorne or something?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **RavingManiac** on **November 04, 2009, 05:18:05 am**

Quote from: Eagle on November 04, 2009, 12:20:20 am

Quote from: HAMMERMILL on November 04, 2009, 12:19:34 am

The queen seems to hold no power over anyplace but Blockedlance, since Letterclose and its leaders might want to bring the nightmare of the Blockedlance to an end, suppose they sent an agent? The Tax Collector might be there to collect more then taxes.

Perhaps he collects money, credits and SKULLS.

What, is he Khorne or something?

No. That would be Urist.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **November 04, 2009, 09:57:18 am**

Quote from: RavingManiac on November 04, 2009, 05:18:05 am

Quote from: Eagle on November 04, 2009, 12:20:20 am

Quote from: HAMMERMILL on November 04, 2009, 12:19:34 am

The queen seems to hold no power over anyplace but Blockedlance, since Letterclose and its leaders might want to bring the nightmare of the Blockedlance to an end, suppose they sent an agent? The Tax Collector might be there to collect more then taxes.

Perhaps he collects money, credits and SKULLS.

What, is he Khorne or something?

No. That would be Urist.

Wrong blood god, wrong interpretation.
Also, before somebody shouts skulls for the skull throne, HARRIERS FOR THE CUP.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **November 04, 2009, 10:53:39 am**

Why do people so readily trust Mogror?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 04, 2009, 05:22:05 pm**

He has that sort of impression on people. You know, that "Be friends with me or die" kind of impression.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **November 05, 2009, 10:05:20 am**

Quote from: Tradanbattlan on November 04, 2009, 05:22:05 pm
He has that sort of impression on people. You know, that "Be friends with me or die" kind of impression.

GoGoGadget40kAnalogy: Like the Tau empire, and also like the Tau, it's actually a relatively warm and sincere one compared to the alternatives.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **November 05, 2009, 10:19:11 am**

Quote from: Aldaris on November 05, 2009, 10:05:20 am
Quote from: Tradanbattlan on November 04, 2009, 05:22:05 pm
He has that sort of impression on people. You know, that "Be friends with me or die" kind of impression.
GoGoGadget40kAnalogy: Like the Tau empire, and also like the Tau, it's actually a relatively warm and sincere one compared to the alternatives.

When a multi-millenarian evil engineer who has a footnote under genocide in the dictionary is relatively warm and sincere, things are wrong.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **November 05, 2009, 02:34:55 pm**

Quote from: Magqarg - Eater of chicke on November 05, 2009, 10:19:11 am
Quote from: Aldaris on November 05, 2009, 10:05:20 am
Quote from: Tradanbattlan on November 04, 2009, 05:22:05 pm
He has that sort of impression on people. You know, that "Be friends with me or die" kind of impression.
GoGoGadget40kAnalogy: Like the Tau empire, and also like the Tau, it's actually a relatively warm and sincere one compared to the alternatives.
When a multi-millenarian evil engineer who has a footnote under genocide in the dictionary is relatively warm and sincere, things are wrong.

Wrong?
Spoiler: Predictable meme abuse (click to show/hide)
THIS IS BLOCKEDLANCE! *SPIKESTAB*! *ETERNAL SOUL CRUSHING AGONY!*

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 05, 2009, 02:51:39 pm**

I wish I lived at Blockedlance....

I'd be smart enough to worship Armok. So I wouldnt ever be sent to pull levers. And after a few years of making soap I would be legendary, and never have to worry about money again! The community would literally support my rat weed habit out of their own coffers!

Dwarven society rocks. Much better than humans.

Spoiler (click to show/hide)
I recently got hired at a programming job that has me on at 300 a week as basically an intern (slave) for three weeks. After that, if I havent completely fucked everything to shit, they hire me on at 1000 a week. \$52,000 a year!!!! WOOOOOOOOOTTTTTTTT!!!!!!!

I'll finally be out of the peasantry! I wont exactly be a purple-robed noble...but I'll be solidly middle class. It will cover food, rent, and my rat weed habit. That's all I really care about.

But yeah....I have to slave away on masterwork web applications. Updates might slow for a bit. Hopefully they wont overload me too bad on the weekends.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 05, 2009, 05:17:13 pm**

Hell yeah. Armok is employed, baby.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 05, 2009, 07:07:04 pm**

Who knew Armok was a pimply faced 25 year old computer nerd who has never made more than 10 grand in a year before? ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **November 05, 2009, 07:14:46 pm**

Climb that ladder Armok! ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 06, 2009, 05:28:05 am**

How come it can't be more of a career escalator...or maybe a career elevator? I'm tired of climbing this damn career ladder!!! Where's the career hot air balloon?

I've been writing code for this guys real estate software since 10 am. So thats 16 hours, minus a couple hours here and there to smoke herb.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 07, 2009, 02:59:54 am**

After many months in the void speaking with and watching the strange telepath, Christes had pieced together as much as she could. Apparently, after many eons, he had discovered that the white void was the base of all reality, the basis of all existence. From this empty base realm, one could - with great mental effort - affect and bend the void to one's will.

Christes wondered why the telepath stuck to coffee tables and a simple bed....perhaps after thousands of years he had just kinda gotten

into a routine? He didnt even seem to notice that he was affecting reality around him. One minute, he would be explaining the nature of the white void, and yet the next, he would claim that the table he just manifested had always been there, it had just previously not been seen.

Christes continued to attempt to learn the ways of the mad telepath. Perhaps she could manifest Tradan back to her? Or manifest a door back to Blockedlance? She focused all her thought on that which she wanted to be, and make it so. Nothing. There was nothing. She could not manifest a thing out of the whiteness. Oh well....she had 10,000 years to practice. In time she would get it right.....

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 07, 2009, 03:05:52 am**

Quote from: Jim Groovester on November 03, 2009, 06:00:37 pm
Alright, MrGimp, what's in store for Grigrak next? Maybe he should spend a thousand summers hitchhiking through the void before returning to kill Queen Urist? Or maybe he should get right back to it and possess another doomed victim?

I have no idea what will happen to Grigrak....

I like the idea of incarnating him into the Tax Collector....but I already killed this years tax collector. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 07, 2009, 03:15:52 am**

Quote from: HAMMERMILL on November 03, 2009, 10:28:48 pm
Howdy. I used to post as Guy Montag untill my computer ate shit, exploded, and I forgot my password.

So what is Baron von Montague doing these days? Head of the Soviet Supreme is muy excelente, thats how I envisioned the guy. A power-hungry, conniving bureaucrat with an axe. The historial Soviet Supreme (http://en.wikipedia.org/wiki/Supreme_Soviet) isn't much different.

As it stands now, with the coup defeated and Queen Urist now clamped down on the of populace with a stanglehold and degree of power greater then ever before. With the duke under her thumb, all malcontents dead, time traveling save-loss quantum implosions and all resistance ritualistically stained on Urist's genitalia, the fortress seems to be once again under the old 1984 style dictatorship where no lesser can possibly displace the Queen.

Still, you'd wonder if the folks in Letterclose would be concerned that their queen is copulating in dwarf blood and is causing their demon invasion problem. That bit of Demon Meat they offered for sale almost seems like warning, like the horse head in your bed to tell you you are out of line.

Doh!

I forgot I promised the head of the stonecutters to you! Aw man....I made the Duke (Soviet Travolta) the Supreme Soviet / Soviet Supreme.

Isnt that like nobles to just come in and swoop shit out of hard working dwarven hands?

Well damnit, Baron von Montague is still a baron, and so what if the Duke gets the TITLE of the Soviet Supreme? Montague is still the REAL leader of the stonecutters.

hmmmm....might add an interesting plot dynamic within the stonecutters...

Also....as for Letterclose, they dont even exist anymore. I abandoned and looked in legends, and my civilization is officially dead. I dont get migrants other than tax collectors and hammerers. Blockedlance is literally the last outpost of my nation. When I abandon....thats it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **November 07, 2009, 03:23:23 am**

Then where are all the Tax Collectors and Hammerers coming from?

Surely Armok has better things to do than incarnating dwarves and sending them to the slaughterhouse that is Blockedlance.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **November 07, 2009, 10:29:09 am**

Quote from: MrGimp on November 07, 2009, 03:15:52 am
Blockedlance is literally the last outpost of my nation. When I abandon....thats it.

Then Mogror will have to find another civilization to poison.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **November 07, 2009, 05:40:20 pm**

Quote from: MrGimp on November 07, 2009, 03:05:52 am
Quote from: Jim Groovester on November 03, 2009, 06:00:37 pm
Alright, MrGimp, what's in store for Grigrak next? Maybe he should spend a thousand summers hitchhiking through the void before returning to kill Queen Urist? Or maybe he should get right back to it and possess another doomed victim?

I have no idea what will happen to Grigrak....

I like the idea of incarnating him into the Tax Collector....but I already killed this years tax collector. ;D

At some point, I hope Grigrak will be able to be a thorn in the side of Queen Urist, as a minor villain (hero?). Maybe Grigrak gets smart, realizing that he should incarnate himself as a threat to Blockedlance. A slightly more than competent goblin commander? Or maybe he's come to audit Blockedlance's finances as the next Tax Collector?

Or maybe he comes as a false prophet of Armok to lead the flock astray!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 07, 2009, 10:04:26 pm**

Quote from: Maggarg - Eater of chicke on November 07, 2009, 10:29:09 am
Quote from: MrGimp on November 07, 2009, 03:15:52 am
Blockedlance is literally the last outpost of my nation. When I abandon....thats it.
Then Mogror will have to find another civilization to poison.

Okay I just checked again, and my civilization is (barely) still alive. Letterclose is abandoned, we have no settlements besides Blockedlance. You cant start as a dwarf from my nation in adventure mode, but you can start an outpost from the ageless matched lashes in dawrf mode.

When I abandoned my fort and let it run worldgen a couple years, Urist and everyone else moved off and settled in some old human

ruins. haha But then they went nonad again after that and didnt settle for ten years. So I gave up peering into the future and went back to the game.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 07, 2009, 10:07:21 pm**

Good grief.

I wouldn't see Queen-Overlord Urist as one who would want out of Blockedlance

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 07, 2009, 10:11:10 pm**

Spring of 238

FPS: 140olis RifotkŪbuk. "Blockedlance"										11th Granite. 238. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:		10755658*		Population:		56													
Weapons:		574351*		Miners		 4				Champions		 14							
Armor and Garb:		654543*		Woodworkers		 2				Ass Lords		 None							
Furniture:		2752990*		Stoneworkers		 None				Swordsdwarves		 None							
Other Objects:		2964767*		Rangers		 None				Swordmasters		 None							
Architecture:		2074137*		Metalsmiths		 2				Hacedwarves		 None							
Displayed:		1562326*		Jewelers		 1				Hace Lords		 None							
Held/Worn:		172544*		Craftsdwarves		 7				Hammerdwarves		 None							
Imported Wealth:		2633307*		Nobles/Admins		 9				Hammer Lords		 None							
Exported Wealth:		285792*		Peasants		 None				Speardwarves		 None							
				Children		 None				Spearmasters		 None							
				Fishery Workers		 None				Marksdwarves		 2							
Food Stores:		16892		Farmers		 11				Elite Mrksdurvs		 None							
Heat 90		Seeds 673		Engineers		 2				Wrestlers		 1							
Fish 27		Drink 7221		Trained Animals		A None				Elite Wrestlers		 None							
Plant 339		Other 8542		Other Animals		A 12				Recruits		 1							

The artifact adamantine grate has pushed us over the 10 million dwarfbuck mark. I didnt want to embarass Argonnek, but I guess I should give him credit for making the damn thing. If it hadnt been a named, Armok worshiping dwarf that wasted our adamantine, I would have thrown him in magma.

The drought of dolomite continues to stall the pyramid construction. The miners spend many months digging out an extension to the moat and hauling the dolomite to the pyramid. It takes the rest of 237 and the beginning of 238 to build just one more layer to the pyramid.

A couple demons came at the end of 237 but they were quickly slaughtered. My idea of replacing the goblin and elf non-menaces with demon menaces isnt really turning out the way I hoped. But at least the demons dont leave mountains of junk when they die.

Eagle continued to chop the few tower caps that grew in his cave down and turn them into charcoal to smelt limonite. It would take many years to smelt all the limonite in his cave...but he had all the time in the world.

Urist and the Duke remain just friends, but their social skills are slowly approaching legendary status. I hold out hope that the 85 year old queen and the 30-something Duke will still be able to provide our nation with a much needed heir.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 07, 2009, 10:12:25 pm**

Quote from: Tradanbattlan on November 07, 2009, 10:07:21 pm

Good grief.

I wouldn't see Queen-Overlord Urist as one who would want out of Blockedlance

Yeah, ideally, she should have kids, then die of natural causes at Blockedlance. Then the dwarves will wander off leaderless, leaving an adventurer's dream and the possibility in world gen of the heirs of Urist going off and doing something interesting with their lives.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HAMMERMILL** on **November 07, 2009, 10:15:25 pm**

I suppose the story explanation would be that the dwarf traders and tax collectors come from scattered, unorganized rural settlements out in the boondocks too minor to mention. Such things are implied to exist (traders bring food, but they don't have farms in the game) so I guess Blockedlance is the only real city left in the civ with just a bunch of rural shitkicking dwarves that live out in the swamps and forests. That or the dwarves come from cities outside of the worldmap.

I know you can make a world gen where all of the dwarves have be long genocided thousands of years ago and still create a dwarf fortress with "dwarf" trade access. Can't make an adventurer, but you can make a fortress.

Still, I suppose that rules out anybody outside of Blockedlance giving a damn what happens there.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **November 07, 2009, 10:58:55 pm**

Quote from: MrGimp on November 07, 2009, 10:11:10 pm

The artifact adamantine grate has pushed us over the 10 million dwarfbuck mark. I didnt want to embarass Argonnek, but I guess I should give him credit for making the damn thing. If it hadnt been a named, Armok worshiping dwarf that wasted our adamantine, I would have thrown him in magma.

Don't worry about embarrassing me, I'm halfway through highschool, and I've built up a resistance to it.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **November 08, 2009, 06:49:10 am**

Quote from: MrGimp on November 07, 2009, 03:15:52 am

Doh!

I forgot I promised the head of the stonecutters to you! Aw man....I made the Duke (Soviet Travolta) the Supreme Soviet / Soviet Supreme.

Isnt that like nobles to just come in and swoop shit out of hard working dwarven hands?

Well damnit, Baron von Montague is still a baron, and so what if the Duke gets the TITLE of the Soviet Supreme? Montague is still the REAL leader of the stonecutters.

hmmmm....might add an interesting plot dynamic within the stonecutters...

I felt embarrassed for a second. Like when you bypass people in a shop queue by mistake. Then i thought i would reassure you that i'm

totally ready to be framed/murdered/eaten alive in a vicious struggle for power, just for the sake of good narrative. That's the spirit, i'm sure.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **November 08, 2009, 09:07:41 am**

Quote from: Soviet Travolta on November 08, 2009, 06:49:10 am

I felt embarrassed for a second. Like when you bypass people in a shop queue by mistake. Then i thought i would reassure you that i'm totally ready to be framed/murdered/eaten alive in a vicious struggle for power, just for the sake of good narrative. That's the spirit, i'm sure.

I fully support the implications of this message.
Also, I can't remember if I asked before, but Isn't my guy still with the masons? What will happen to the two Freemasons left?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 09, 2009, 03:26:25 am**

Quote from: HAMMERMILL on November 07, 2009, 10:15:25 pm

I suppose the story explanation would be that the dwarf traders and tax collectors come from scattered, unorganized rural settlements out in the boondocks too minor to mention. Such things are implied to exist (traders bring food, but they don't have farms in the game) so I guess Blockedlance is the only real city left in the civ with just a bunch of rural shitkicking dwarves that live out in the swamps and forests. That or the dwarves come from cities outside of the worldmap.

Yeah they come from the exiled wandering bands I guess. I guess the tax collectors are related to the old Letterclose nobility, and keep coming to Blockedlance to try and land an easy job?

Theres a big terrifying swamp to the west and south of us called the Slim Swamp. I bet many a hardy dwarf live there. Also, to the north and east is the terrifying mountain range that the goblins have named the Ruthless Tower. Eagle isnt the only hermit living in the Ruthless tower I'm sure. West over the slim swamp a ways lies the Plain of Grizzle, and north of that is the Delightful Desert. On the other side of the desert is Letterclose. So the exiles of Letterclose would be fleeing the goblin menace and coming across the desert towards the swamps and mountains of the south. Small scattered enclaves and bands of nomads would probably be the norm in this area.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **RavingManiac** on **November 09, 2009, 10:15:28 am**

How exactly does a worldgen fortress like Letterclose die during dwarf mode? Last I heard, worldgen does not continue during fortress mode or adventurer mode.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 09, 2009, 01:11:04 pm**

Quote from: RavingManiac on November 09, 2009, 10:15:28 am

How exactly does a worldgen fortress like Letterclose die during dwarf mode? Last I heard, worldgen does not continue during fortress mode or adventurer mode.

Well worldgen continues, but I guess it just continues in a limited way. There wasnt a goblin siege or anything...Letterclose just seems to have been abandoned.

Heres the deal...

Letterclose was already abandoned when the game was started. Letterclose was refounded after the original settling of Blockedlance in 200. It was still occupied in 204 when Blockedlance was reclaimed. Now its not occupied. There isnt a message saying it was abandoned, but it no longer lets you play an adventurer from that nation, and the reason is because the game cant find a settlement from that civ. Ergo, Letterclose is dead.

When I went to Letterclose in adventure mode, no one was there except for a bunch of elf merchants.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Kobold6** on **November 09, 2009, 02:11:22 pm**

Wow, I don't think I've noticed such an interesting genned world in my experience.

Also: death to the elf merchants!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 09, 2009, 03:38:51 pm**

Quote from: Aldaris on November 08, 2009, 09:07:41 am

Quote from: Soviet Travolta on November 08, 2009, 06:49:10 am

I felt embarrassed for a second. Like when you bypass people in a shop queue by mistake. Then i thought i would reassure you that i'm totally ready to be framed/murdered/eaten alive in a vicious struggle for power, just for the sake of good narrative. That's the spirit, i'm sure.

I fully support the implications of this message.
Also, I can't remember if I asked before, but Isn't my guy still with the masons? What will happen to the two Freemasons left?

Yeah the two loyal and living former Freemasons are now the highest ranking members of the Stonecutters (besides this pompous Duke!). Theres Baron von Montague, who I was trying to hook up with the Duchess' daughter (who has since been named Moose) and then theres your guy (gal) who is now Baroness Aldaris (the two loyal Freemasons were honored with a title of low nobility).

I may just throw Moose out of Baron von Montague's mansion and Move the Baroness in. Then we could possibly have a line of pure blooded Stonecutting Freemasons (in about seven decades when these dwarves finally decided to bang).

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Frogwarrior** on **November 09, 2009, 10:30:50 pm**

How did you make worldgen run for a few years? Start and subsequently abandon fortresses?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 10, 2009, 02:07:38 am**

Quote from: Frogwarrior on November 09, 2009, 10:30:50 pm

How did you make worldgen run for a few years? Start and subsequently abandon fortresses?

Basically.

But I only ever saw something happen during times I actually played the fortress. So starting and abandoning right away only moved the counter forward a year, without running the world for that time (or so it seems).

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **November 10, 2009, 01:57:28 pm**

Hmm, non-game-recognised nobility? Sweet.
Make her continously spout out reasonable, useful, well thought out and therefore comepletely undorfy mandates.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **November 10, 2009, 02:31:47 pm**

Very good job so far.

I would like a dwarf, a male preferably, and if an engineer or blacksmith or mason or miner is open, I'd take one and in that order. If not, then military. And if not even that, any dwarf that is free. Nickname: Captain Coder.

Did the queen get her heir yet or is that in a future update?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Innominate** on **November 10, 2009, 05:46:49 pm**

Quote from: Aldaris on November 10, 2009, 01:57:28 pm

Hmm, non-game-recognised nobility? Sweet.
Make her continously spout out reasonable, useful, well thought out and therefore comepletely undorfy mandates.

Regular dwarf: [DEMAND] Beer in stomach
Noble: [DEMAND] Magma in room

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **November 11, 2009, 10:22:01 am**

Quote from: Innominate on November 10, 2009, 05:46:49 pm

Quote from: Aldaris on November 10, 2009, 01:57:28 pm

Hmm, non-game-recognised nobility? Sweet.
Make her continously spout out reasonable, useful, well thought out and therefore comepletely **undorfy** mandates.

Regular dwarf: [DEMAND] Beer in stomach
Noble: [DEMAND] Magma in room

I meant mandates like '5 sets of clothing fit for the rulers' (For the rulers, including the queen) '10 stacks of cow bone bolts' (No elf, that's dorfy.) 'Thick bulkheads between the inner temple and the fortress.' (Reasonable back up defenses! D:)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 19, 2009, 03:44:54 am**

Quote from: addictgamer on November 10, 2009, 02:31:47 pm

Very good job so far.

I would like a dwarf, a male preferably, and if an engineer or blacksmith or mason or miner is open, I'd take one and in that order. If not, then military. And if not even that, any dwarf that is free. Nickname: Captain Coder.

Did the queen get her heir yet or is that in a future update?

The two engineers are taken, but I do have a furnace operator guy that helps smelt our gobs of platinum and magnetite ores. Ill make you him if that's cool.

As for Urist's heir...yeah, I hope that happens in a future update :) but it might not :-\

The dwarves will do what the dwarves will do.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 19, 2009, 04:19:17 am**

Diary of the Queen
29th of Granite

Well diary, I have begun keeping a diary again, because I no longer fear someone reading this. I have a security apparatus that rivals that of the ancient emperors! With the flick of a few levers, I could seal myself in my palace, and flood the temple with magma, and the fortress with water. I have slaughtered all those who have opposed me! I have slaughtered the non-believers who attempted to breed!

Ahhhh....the silence these past years has been wonderful! It has been roughly ten years since the horrid cries of a filthy baby were heard here in Blockedlance. All the snot-nosed heathen children and infants were impaled on spikes or drowned. It is simply grand!

I do wish I had a child of my own though....

Oh diary, the Duke is dreamy! But he keeps saying he's not ready for babies and marriage. Well he was ready enough to shag me rotten in a puddle of that food taster's blood wasn't he???

I think it's because Im so old diary! I saw myself in the mirror the other day, and theres GREY HAIRS in my beard!!! I had to spend several hours with that legendary clothier of ours so he could dye my beard back to normal again. We had to mix dimple, emerald, and red root dye, along with some other herbs and roots to get the right shade for my hair. It smelled something awful!

Oh well. Gotta run diary, I'm meeting the Duke in the death pits again. I'm gonna pull his lever and get impaled by his spike.

PS - Fuck Peasants!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **November 19, 2009, 12:33:52 pm**

This place is so wrong it's hilarious.
Poor Urist, worrying about her age. At least she doesn't look as old as Mogror.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **November 19, 2009, 02:25:55 pm**

Quote from: MrGimp on November 19, 2009, 03:44:54 am

Quote from: addictgamer on November 10, 2009, 02:31:47 pm

Very good job so far.

I would like a dwarf, a male preferably, and if an engineer or blacksmith or mason or miner is open, I'd take one and in that order. If not, then military. And if not even that, any dwarf that is free. Nickname: Captain Coder.

Did the queen get her heir yet or is that in a future update?

The two engineers are taken, but I do have a furnace operator guy that helps smelt our gobs of platinum and magnetite ores. Ill make you him if that's cool.

As for Urist's heir...yeah, I hope that happens in a future update :) but it might not :-\

The dwarves will do what the dwarves will do.

Sure, I'll take him/her.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HAMMERMILL** on **November 19, 2009, 11:04:02 pm**

I can't imagine that all the dwarfen sex going around that Urist can't get pregnant unless one or the other is sterile. After all, this is before the time of contraceptives and condoms.

Unless Urist hit menopause or the Duke is sterile, I can't imagine a little Antichrist not being conceived back when they were bumping uglies back in that pool of blood back there.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **November 19, 2009, 11:20:54 pm**

Dwarves are completely unable to have children unless they are married (and reproduce using spores anyway). Locking them in a room just forces them to talk to each other until they get married.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HAMMERMILL** on **November 19, 2009, 11:29:31 pm**

Yeah, thats right.

Since Urist is, in game, a non-noble and nobles are supposed to arrive with consorts, eg wives, then perhaps its impossible in the game for a noble to marry, since they are generated with a consort they are married to.

With the game mechanics, once married, a dwarf will never re-marry ever again.

Hmm. That explains it. Urist should be dating outside of the royal family, methinks.

Urist's cold streak with trying to make babies with imported nobles and making no success... nobles are considered "married" by the game and since dorfs never re-marry and you must be married to make babies, this all suddenly makes sense.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 20, 2009, 12:20:49 am**

Yeah but the Duke isnt really a noble either. His mother (the Grand Duchess) is game recognized nobility, but hes just some shmuck with legendary appraiser skill and a purple flashy name.

The age difference may be hindering it though....Urist is 50 years older.

Do dwarves have preferences for someone in their own generation?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 20, 2009, 01:21:47 am**

I think Urist has a fetish for younger guys.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **November 20, 2009, 01:32:23 am**

Dwarves generally prefer relationships with dwarves in the same migrant group and, yes, generation. They WILL still have relationships with others who are not in the same grouping, but they will build very slowly relative to a relationship between two migrants from the same wave.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HAMMERMILL** on **November 20, 2009, 01:35:30 am**

I think it must be some sort of game-mechanic keeping Urist from spawning Armok's Incarnate.

First she was trying to screw the Philosopher, then the Duke...

Maybe she should just go for one of the other older members of her government closer her age... Stick all suitors and her in a 1x1 meeting room in an isolated floor of the fort and hope one of them gets her preganant?

If the migrant-wave theory is true, this might make it worst, since all Urist-era dwarves are already dead.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **November 20, 2009, 03:52:07 am**

Does Dwarf Foreman/Companion/Manager allow you to edit dwarven relationships? Im not home tonight so I cant check right now.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **nil** on **November 20, 2009, 11:19:59 am**

What are their personalities like? It's probably that they're not very compatible, or that one of them is particularly antisocial.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **November 20, 2009, 06:58:55 pm**

I'd say use DC to make Urist pregnant, but I've never used it and that is likely not an option.

Urist may have to adopt.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 20, 2009, 07:04:19 pm**

Quote from: Moose Fisher on November 20, 2009, 06:58:55 pm
I'd say use DC to make Urist pregnant, but I've never used it and that is likely not an option.
Urist may have to "***adopt***"

Something doesnt seem right...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Grath** on **November 21, 2009, 10:14:40 am**

Quote from: Argonnek on November 20, 2009, 01:32:23 am
Dwarves generally prefer relationships with dwarves in the same migrant group and, yes, generation. They WILL still have relationships with others who are not in the same grouping, but they will build very slowly relative to a relationship between two migrants from the same wave.

It disturbs me how much you know about Dwarven relationships and sex.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **November 21, 2009, 10:52:09 pm**

I make it my business to read up on any subject that has even the *slightest* chance of being relevant at some point in the future.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **November 22, 2009, 12:08:11 pm**

I thought dwarves bred with spores.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **November 26, 2009, 08:04:29 pm**

We 'avent heard from MrGimp in quite some time...
:'(

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **November 29, 2009, 09:15:08 pm**

My guess?

MASSIVE Ratweed binge.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **November 29, 2009, 10:09:03 pm**

Or programming to gain money for EVEN MORE MASSIVE Ratweed binges.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 02, 2009, 01:41:20 pm**

Oy vei.

Yeah you're right about all of that...especially the programming...but then even more especially the rat weed. haha

Well, Im almost done with the current project for work, it wraps up on Friday (I fucking hope). So the next few days is crunch time, but then I might have time to write something up for DF.

Im a couple years ahead of the story in game, I just havent had time to write anything because life is made of poop. :(

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 02, 2009, 01:47:41 pm**

But in the meantime...

If anyone knows a program, or figures out a way to edit dwarven relationships, then post it here and you get dibs on Urist's baby!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **December 02, 2009, 02:01:20 pm**

Ya...I have no clue, and I need it too. (rhymes!)
Dwarf companion may have it, although I still haven't managed to find relationships in it yet.

Glad to know updates are coming soon though ;D

Just curious, is my dwarf still smelting gobs?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 02, 2009, 11:25:21 pm**

Quote from: addictgamer on December 02, 2009, 02:01:20 pm
Ya...I have no clue, and I need it too. (rhymes!)
Dwarf companion may have it, although I still haven't managed to find relationships in it yet.
Glad to know updates are coming soon though ;D

Just curious, is my dwarf still smelting gobs?

I'm gonna try to do a big status update on all the named dwarves soon, with a brief blurb on what theyve been up to...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 02, 2009, 11:38:00 pm**

Christes sat with the telepath. After so many months she could still not master the art of matter-bending.

"No!" the telepath's voice rang in her mind. "You are doing it wrong! Your mind is too rigid! Turn it to mush! MUSH! Mush mind is all knowing!"

"Mush mind?" asked Christes in confusion.

"Yes! Mind like child! Not held down by preconceived thoughts and ideas. Happy go lucky! You are too serious!"

Christes sighed. "I'll try to relax..."

On the other side of the infinite void, but only a finite distance from Christes, Tradanbattlan floated helplessly. He had long ago given up moving or speaking. He had accepted the reality of pure nothingness. He was lost in fantasy day dreams in his mind. He didn't even see the whiteness anymore. No...he was reliving memories from his life in Blockedlance, where he would sometimes go down to the blue microcline caves in the lower levels of the fortress with Christes. They would bang for hours in the pale blue rooms, and with Pavlovian inevitability Tradan had grown quite fond of the miserable blue stone.

Ahhh....Microcline, Tradan thought to himself.

All of a sudden, his head slammed into something as hard as a rock. He was nearly knocked unconscious, but he managed to keep it together. He regained his composure and looked up. There, floating in the whiteness before him was a beautiful blue boulder.

"MICROCLINE!!!" he shouted in joy. "How the hell did you get here? Its like you came out of nowhere....orrr....were you always there?" Tradan scratched his head. "Oh well....fuck....this is awesome....."

And so, Tradan now had a stone to play with.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **December 02, 2009, 11:42:25 pm**

YES
I WILL BEGIN CARVING AT ONCE

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **December 02, 2009, 11:50:09 pm**

Tradanbattlan has become a legendary telepath.

And the rest of the dwarfs are coming by this weekend?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 05, 2009, 04:19:38 am**

So my boss decided at the last minute to change pretty much everything about the software we're building. I have to rewrite the core of this bullshit that took me three weeks to write...and I have to have it done by Monday morning.

%^&#^%\$#\$&^%*&^%!!!!!!!!!!!!!! >:(:'(::)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **December 05, 2009, 04:35:14 am**

The fuck. Does he have two separate mini-pyramids of hair. That could be the problem.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **December 05, 2009, 11:55:04 am**

Or possibly one big pyramid with smaller pyramids branching off?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Zulaf** on **December 05, 2009, 01:06:16 pm**

Burn the indecisive imbecile! I HATE indecisive people...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 05, 2009, 02:52:39 pm**

Quote from: Jackrabbit on December 05, 2009, 04:35:14 am
The fuck. Does he have two separate mini-pyramids of hair. That could be the problem.

He kinda does look like that guy! haha

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **December 05, 2009, 03:00:33 pm**

ouch. We understand if you can't update for awhile. Your lively-hood should have higher priority than our entertainment.

Just make sure your completed work doesn't end up with spikes of Boss human bone.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Blargityblarg** on **December 06, 2009, 06:51:25 am**

...

I made a fortress which I was going to put up as a succession.

The RNG named it Blockedlances.

Damn. I'll emphasise the S when I put up the thread.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 08, 2009, 01:57:27 pm**

Quote from: Blargityblarg on December 06, 2009, 06:51:25 am

...

I made a fortress which I was going to put up as a succession.

The RNG named it Blockedlances.

Damn. I'll emphasise the S when I put up the thread.

No worries. I dont enforce copyrights like WMG. haha

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 08, 2009, 02:04:25 pm**

Well....I got good news and I got bad news.

The good news is Ill have more free time.

The bad news is Ive been taken off this project for work.

:/

He says he needs it done in 48-72 hours (wtf?) and he needs someone with more experience. Well gee....maybe if you would have given me the forms I needed from day one, we couldve done this. But no, I didnt get the forms until three weeks in, and then I had three days to rewrite the entire site.

Ive been rushing as fast as I could, pumping out 3-4 thousand lines of code a day. But now its all buggy (because thats what happens when you slop together 10,000+ lines of in a few days) so hes mad.

Its not like its so buggy that I couldnt fix it....its just buggy enough to make him look bad. The project was late before he even hired me to work on it. So I dont see how I am the one that made him look bad....if anything, he made ME look bad by not giving me the damn instructions for the site until last week.

Sigh....

Like I said, I have more free time.....but I dont think Im in a good enough mood to torture dwarves.

:'(

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **December 08, 2009, 02:10:13 pm**

Awww... Want to know what will make you feel better?
Bloody murder!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HFS** on **December 08, 2009, 05:22:48 pm**

You hate WMG muting videos on YouTube?

I do too.

I, on the other hand, have forced them to give me back my sound.

Just a loophole that I exploited.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **December 23, 2009, 09:21:12 pm**

NOOOO!!!!!!! I shall not let my favorite community fort die!!!!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **December 23, 2009, 09:22:25 pm**

INDEED
SOMEONE, QUICK
GET THE PAIN PILLS AND TWO SOCKS

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **December 24, 2009, 05:07:16 am**

A Christmas themed update to the Blockedlance saga would be great. Something about offering horrible things to your fellow Armok worshippers...Or maybe a gift from the god of blood himself, everybody silently waiting, their pig tail socks hanged at the entrance of the pit.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **December 24, 2009, 10:08:06 am**

nice saga , liked the scene where the clerk and the mayor fought a failure battle with snakemens
can we still join it? if yes , then i choose a dwarf of any weapon skill , name "Spaher" , and try to choose a millitary dwarf that has the highest agile skill(unchoosen) for me , spaher means scout , which should pretty much answer any question of why a fast one

EDIT : oh hey! 1337 replies! , so supposingly i get the 1337 replier medal?(joke)

On the first day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
A druid hanging from a tree!
On the second day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Two little cats and a Druid hanging from a tree!
On the third day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Three prisoners, two little cats and a Druid hanging from a tree!
On the fourth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Four battle axes, three prisoners, two little cats and a Druid hanging from a tree!
On the fifth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
FIIIIIVE DEMON PIIIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the sixth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Six carp a ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the seventh day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the eigth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the ninth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Nine arrow wounds, Eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the tenth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Ten elf invasions, nine arrow wounds, eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two llittle cats and a druid hanging from a tree!
On the eleventh day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Eleven planters planting, ten elf invasions, nine arrow wounds, eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid haning from a tree!
(Get ready now!)
On the twelfth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Twelve barrels of booze, eleven planters planting, ten elf invasions, nine arrow wounds, eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a DRUUUUIIIIID HANGING FROM A TREEEEEE!!

Very nice! ;D

WARNING

The Dwarves have suspended the construction of the Rat Weed Thread: Interrupted by Blasphemy

The following post suffers from inordinate amounts of blasphemy. Oh yes, we take some lords names in vain here folks. The post was meant in jest, and is more a mockery of the evil world we live in than of any particular religion. Jebus P. Christ is definitely the good guy in this story. Id also like to take this moment to blame Jackrabbit for all the lines I crossed in this post. It was his idea to post a Christmas Special, and so it is obviously entirely and completely his fault.

And so now that I have washed my hands clean of any responsibility for my actions, I present to you the Blockedlance Christmas Special!!! Just a further heads up...they dont celebrate his birth folks, they celebrate his death! Its pretty brutal. Only read this screed if you hold absolutely nothing sacred. ;D

[Spoiler: The Blockedlance Christmas Special](#) (click to show/hide)
And so the dwarves rattled away in their hole...forgotten by their Gods and the universe itself. They toiled away the entirety of the year 238 without doing much. The pyramid was only inching into the sky due to the lack of dolomite. The expansions to the moat and temple could only add so much dolomite, and the Stonecutters basically alternated between cutting stone, and then hauling stone.

And at the end of the year, the Queen gave the Stonecutters a few hours off. Hey...its Christmas ya know? Carried away by the joy of the season, Urist had a tax collector crucified at the gates to the fortress. Oh the wailing really got everyone into the Christmas spirit!

The crucifixion even brought Armok up from the demon pits below Blockedlance. He wept with pride as he saw his Chosen One, Urist, throwing rocks and laughing at the tax collector as he hung helpless and dying very slowly.

"Gather round dwarves! I shall tell you of the first Christmas!" boomed the voice of Armok throughout the courtyard of the fortress.

"Yeah story time!" shouted one of the dwarves.

They had grown accustomed to the fact that what they had once known as Ber Steelearthen, was in fact, the dreaded Armok they had been raised to hate. But they also believed that the old dwarven society was weak and corrupted by goody goody elven morals. They were ready to believe that Armok was just the ancient dwarvish name for Ber Steelearthen. The two names were now interchangeable among the laydwarves. Only the nobility strictly referred to him as Armok.

"Yeah! Ber's gonna tell us where Christmas came from! I always wanted to know!" shouted another poor ignorant peasant.

No one even questioned Armok's gruesome scarred and burnt appearance. Many a dwarf had battlewounds themselves, and in fact they admired the beardliness of their Demon-God that lived under their fortress. Yes the brainwashing had been completed. And so Armok began...

"You see...it all started just after world gen. A star heralded the birth of a being of great power.....a God. I sent some emissaries to my fellow deity, you know...to size him up. I had my three wise guys tell his parents, 'hey we're just giving him some presents okay?'. I dont even know what they gave him...just some junk they found. I think they said they gave him some Myrrh. I mean....what the fuck is Myrrh? I guess its like rat weed or something."

Armok paused to take a puff off his pipe, then he continued his story.

"So they smoked some Myrrh with the guy's family, then they came back to me and were like, 'Nah man, dont worry bout that guy...hes cool'. I didnt understand them at the time...I figured they were a bunch of Myrrh addicts...so I had them all executed. It turns out though that they were right. I had nothing to fear from this Jebus character. Wait....was that his name?"

Armok took another puff of rat weed.

"Yeah...Jebus P. Christ. Thats it....I think. Anyways....this Jebus guy turned out to be the God of Love and Peace....haha! I mean....Love and Peace? If those are your powers then you might as well not even be a God!"

"Was he some kind of elf?" asked a dwarf.

"Oh no....he was a dwarf alright. He had a beard and everything. He was skinny like an elf...but thats just cuz he walked everywhere. Thats the thing...he was always using his God powers for good. Always healing the sick and feeding hungry people."

"What?!" shouted the audience in disbelief.

"Yeah!" laughed Armok. "He would create fish and bread for these people, and I always though, man, just create a pile of gold and some naked women! Ya know?! I mean.....HELLO JEBUS!!! Ahhh....but he was weird. He even tried to bring people back from the dead. I was right in the middle of torturing this Lazarus guy...and poof! He disappears back up here to the surface. And the worst thing...was that me and Jebus' dad went way back. Yeah his name was Yahweh, and I tell ya, me and that guy were good friends! We used to enslave people and smash babies against rocks! It was great! That guy was good people. But you know how it is....he got older, he knocked up some broad and then started talking about 'responsibility' and 'good influences' and shit. I never saw that guy again after he got Mary pregnant. I dont even know what happened to him....although after what I did to his son, I can understand him not keeping in touch."

"What did you do to his son?" asked a curious dwarf.

"Well that leads us to the first Christmas. You see....he had been going around vandalizing my temples, and telling people they were worshipping a false God. He knocked over my money changers' tables and told people not to use our money, and be self sufficient. I tell ya....I wanted to crucify that guy right there. But Im reasonable. I told him, look, we make money at my temples, and we tell people what they wanna hear. If you dont like that routine, go start your own church, but youre not taking mine. Guess what? He started his own church! He went around telling people that I was a cruel master, that might making right was wrong. He said that an eye for an eye made the whole world blind. When the stronger have the right to eat the weaker, then everyones life becomes Hell! It was crazy talk!"

"What did you do, master?"

"Oh well I made an example of that guy. I had him beaten and whipped with glass and rusted nails. Then I put salt in his wounds and squeezed lemon on top. Then I whipped him some more! Then I marched him through town and had people laugh and throw rocks and yucky vegetables at him. Then I hung him on a cross, stabbed him with a spear, hung a sign above him that said 'King of the Elves' and all the village children came by and laughed at him and poked him with sticks. The crows pecked his eyes out. Then they went after his brains. By the end of that day, no one wanted to Love anyone or be Peaceful at all. There was no faith in his peace powers! I showed everyone! War IS peace! Enslavement to me IS Freedom for you! And Christmas is about the brutal violent death of Love, Compassion, Peace, and Mercy! And I say good riddance! They are crutches for the weak and the elf-minded!"

"Long live Armok!" shouted the dwarves. "Long live the Blood God!" shouted others. Then everyone shouted in unison, "Merry Christmas!!!"

And with that, the dwarves kicked back their booze barrels, and chugged down on some happy juice!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **December 26, 2009, 02:08:19 am**

Quote from: MrGimp on December 26, 2009, 01:57:38 am
"Yeah!" laughed Armok. "He would create fish and bread for these people, and I always though, man, just create a pile of gold and some naked women! Ya know?! I mean.....HELLO JEBUS!!! Ahhh....but he was weird.

Sigged. So very sigged.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jackrabbit** on **December 26, 2009, 06:23:07 am**

yeah, God really mellowed out after he had a kid.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 26, 2009, 05:45:18 pm**

Quote from: Tradanbattlan on December 24, 2009, 10:58:59 am
On the first day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
A druid hanging from a tree!
On the second day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Two little cats and a Druid hanging from a tree!
On the third day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Three prisoners, two little cats and a Druid hanging from a tree!
On the fourth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Four battle axes, three prisoners, two little cats and a Druid hanging from a tree!
On the fifth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
FIIIIVE DEMON PIIIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the sixth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Six carp a ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the seventh day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the eighth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the ninth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Nine arrow wounds, Eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid hanging from a tree!
On the tenth day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Ten elf invasions, nine arrow wounds, eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two llittle cats and a druid hanging from a tree!
On the eleventh day of Dorfsmas, Armok gave to me-
[Spoiler](#) (click to show/hide)
Eleven planters planting, ten elf invasions, nine arrow wounds, eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIIITS! Four battle axes, three prisoners, two little cats and a druid haning from a tree!
(Get ready now!)
On the twelfth day of Dorfsmas, Armok gave to me-

Spoiler (click to show/hide)
Twelve barrels of booze, eleven planters planting, ten elf invasions, nine arrow wounds, eight bronze collosi, seven goblins drowning, six carp a-ripping, FIIVE DEMON PIITS!
Four battle axes, three prisoners, two little cats and a DRUUUUUUUUID HANGING FROM A TREEEEE!!

hahaha this is cool as hell!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 26, 2009, 05:47:39 pm**

Quote from: Ze Spy on December 24, 2009, 10:08:06 am
nice saga , liked the scene where the clerk and the mayor fought a failure battle with snakemens
can we still join it? if yes , then i choose a dwarf of any weapon skill , name "Spaher" , and try to choose a millitary dwarf that has the highest agile skill(unchoosen) for me ,
spaher means scout , which should pretty much answer any question of why a fast one
EDIT : oh hey! 1337 replies! , so supposingly i get the 1337 replier medal?(joke)

Yeah I can add you...I think theres still some military dwarves left. I havent played in so long...

My stupid boss put me back on the project. And back on slave hours. I dont think he was ever mad, he was just trying to break my balls or something.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 26, 2009, 06:13:41 pm**

And if anyone is still reading after that last blasphemous update, the story continues....

FPS: 143olis Rifotkûbuk. "Blockedlance"										11th Granite. 239. Early Spring																	
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice															
Created Wealth: 13471085*														Population: 56													
Weapons:		581551*				Miners		4		Champions		14															
Armor and Garb:		648750*				Woodworkers		2		Axe Dwarves		None															
Furniture:		2820490*				Stoneworkers		1		Swordsdwarves		None															
Other Objects:		2928546*				Rangers		None		Swordmasters		None															
Architecture:		3416485*				Metal Smiths		2		Hacedwarves		None															
Displayed:		2904340*				Jewelers		1		Hace Lords		None															
Held/Worn:		170923*				Craftedwarves		7		Hammerdwarves		None															
Imported Wealth:		2615096*				Nobles/Admins		10		Hammer Lords		None															
Exported Wealth:		297777*				Peasants		None		Spearwarves		None															
						Children		None		Spearmasters		None															
						Fishery Workers		None		Marksdwarves		2															
Food Stores:		18144				Farmers		11		Elite Mrksdurvs		None															
Meat		167		Seeds 754		Engineers		2		Wrestlers		None															
Fish		40		Drink 8489		Trained Animals		A None		Elite Wrestlers		None															
Plant		303		Other 8391		Other Animals		A 12		Recruits		None															

Spring 239

After placing Argonnek's admantine floor grate into the Royal Palace, fortress wealth has increased to well over 13 million dwarf bucks. I made the floor grate linked to a lever that revealed a secret path from the palace down to the river garden below. Its not really needed, as there are stairs not far away...haha, but hey. Secret passages hooked to levers are cool, alright!?

The tax collector that was crucified last Christmas came along with an Armok worshipping Hammerer believe it or not. His name was Huesoo....a strange name for a dwarf. His parents must have been really interesting.



The first thing Huesoo noticed upon his arrival was the scattered piles of bolts all around the fortress. It was literally a sea of spent ammunition, both goblin and dwarf. And near the choke points lay the piles of iron goblin armor. Also of note was that the top layer of soil was entirely made of ash from so many raging infernos.

It was a gruesome place.

Another dwarf has taken up the dwarven habit of renaming himself. Ever since he carved a simple artifact bone idol, he has demanded that he be called Nonobots!



He is our resident strand extractor, and has spent the majority of his life at Blockedlance deep in the earth, extracting adamantine in a cluttered workshop.

In summer, the humans came. These caravans are picking up some interesting items on their travels around the nearby lands.

FPS: 139

Merchants from Behal Ladgi

Jasro: Greetings. The crafts dwarfship of the dwarves is unparalleled.
Let's make a deal!

Jasro seems willing to trade.

Behal Ladgi

Rifotkûbuk

(*«demon bone idol»*)130*5Γ
(carp bone amulet)30*2Γ
(+pike bone amulet+)90*2Γ
(-Rope reed amulet-)100*3Γ
(Iron bolts #251)500*588Γ
(«Iron arrows #251»675*588Γ
(Iron bolts #251)500*588Γ
(*«Iron arrows #251»625*588Γ
(-Iron arrows #251-)1000*588Γ
(-Iron arrows #251-)1000*588Γ
(*«-Iron arrows #2511025*588Γ
(«-Iron arrows #2511075*588Γ
(«-Iron bolts #251-1175*588Γ

≡Birchen bin≡50*67Γ
≡Finished Goods Bin2020*408Γ
(goblin bone crown)10*11Γ
≡Microcline amulet≡50*5Γ
*Orthoclase crown*120*26Γ
≡Orthoclase crown≡50*26Γ
≡Orthoclase bracelet50*8Γ
*Orthoclase earring*120*2Γ
≡Orthoclase amulet≡50*5Γ
≡Orthoclase amulet≡50*5Γ
≡Orthoclase ring≡50*2Γ
*Orthoclase earring*120*2Γ
≡Orthoclase ring≡50*2Γ

v: View good. Enter: Mark for trade
s: Seize marked. t: Trade

Trader Loss: 2315*Value: 2315*

v: View good. Enter: Mark for trade
o: Offer marked to Behal Ladgi

Value: 0*Allowed Weight: 18726Γ

Demon bone idols and carp bone amulets. They'll go good with my goblin bone crown.

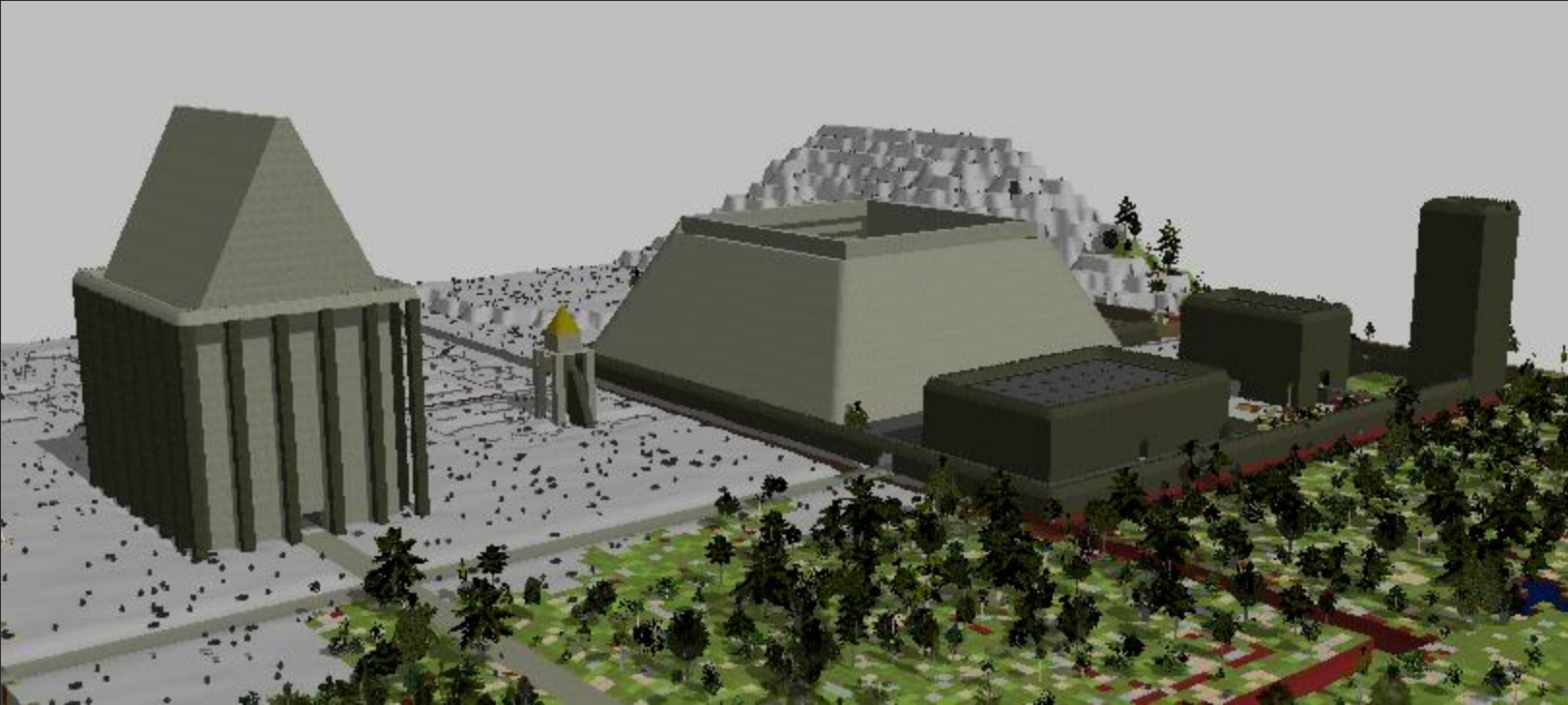
Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Typoman** on **December 26, 2009, 10:48:52 pm**

yeah it's not exactly a place you go for a holiday is it? hehe

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **December 28, 2009, 04:03:39 pm**

MICROLINE AMULET
DO WANT DO WANT DO WANT

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **December 29, 2009, 12:40:13 am**



Heres a picture of Blockedlance in late 239 in Visual Fortress. The temple looks weirder than it did in 3Dwarf. The half finished hollow pyramid is dominating the skyline. Speaking of which...who else but dwarves would build a hollow pyramid like that?

You can see the mountains of the Ruthless Tower begin to rise in the background. They go much higher, but I had to pick a small map so as not to murder my computer. So it looks pretty pathetic for a mountain range with such an awesome name.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **December 29, 2009, 01:38:56 pm**

That is awesome!

I have't seen any dwarven architecture like this in a long time.

Good job, and I can't wait for the updates to come.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Maggarg - Eater of chicke** on **December 29, 2009, 05:19:20 pm**

It's a shame you can't see the corpses and flies.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Rotten** on **December 30, 2009, 12:48:27 am**

...I...I just read through all of this.
Oh god I will never look at DF the same way again.
I signed up just to say that.

On that note, this fortress is awesome.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Hawkfrost** on **December 30, 2009, 02:19:51 am**

MrGimp has a.....way with words.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **filiusenox** on **December 30, 2009, 07:54:29 pm**

Wow. Blockedlance is awesome. For a second there I almost called it Boatmurderd

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 02, 2010, 08:35:54 am**

dumped to keep this on the first page , if you don't happen to have a millitary dwarf that has legendary agile(yes , i am that crazy) , i sigh up for the high priestess

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Mraedis** on **January 03, 2010, 02:00:28 pm**

Nooooo this thread is done already? MORE! WE WANT MORE!

Hello. Just read all this in 3 days... AWESOME stuff.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 08, 2010, 05:05:33 pm**

Oy.

Sorry.

Life sucks. I have to take my former boss to court now. I see why he was being an ass to me earlier. He was trying to lay the ground work for denying payment for my contract. He basically waited till the software was done, now he wont pay me. I demanded payment, so he terminated my contract. I said fine, but you still gotta pay me. Then he said, Ill pay a little, thats it. I said no, youll pay all of it or Ill take you to court. He said fine, if you take me to court I wont pay anything. He canceled the check he had sent me, so now Im overdrawn. How can you cancel a check that is already cashed?

He deserves jailtime. Fuck life. Now I gotta take him to court. Itll be months before I see a dime. >:(::)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **January 08, 2010, 05:21:26 pm**

But you still can upate right? Oh and sorry about that sucks that it happend over christmas.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 08, 2010, 05:22:52 pm**

Oh Huesoo, you one-track minded loon.
That sucks, Gimp. I hope you get every penny that bastard owes you.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 08, 2010, 06:26:17 pm**

That sucks.

I hope you win the battle.

I guess no updates for a while then...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Argonnek** on **January 08, 2010, 07:35:57 pm**

Ah, nobles, can't live with 'em, can't get a paycheck without 'em.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 08, 2010, 10:30:20 pm**

Quote from: Argonnek on January 08, 2010, 07:35:57 pm
Ah, nobles, can't live with 'em, can't get a paycheck without 'em.

Thats it in a nutshell.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 08, 2010, 10:31:24 pm**

Quote from: Huesoo on January 08, 2010, 05:21:26 pm
But you still can upate right? Oh and sorry about that sucks that it happend over christmas.

Yeah I suppose I can play DF tonight. I got a little bit of rat weed left. Ill drown my sorrows in smoke and ASCII art.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 08, 2010, 10:32:55 pm**

Quote from: Ze Spy on January 02, 2010, 08:35:54 am
dumped to keep this on the first page , if you don't happen to have a millitary dwarf that has legendary agile(yes , i am that crazy) , i sigh up for the high priestess

Yeah I added Spaher in as a military dwarf. Whats your opinion on Arena combat?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Typoman** on **January 09, 2010, 02:13:22 am**

aw man that sucks big time. what do you think (or rather what does your lawer think) your chances of getting your legal costs outta him are if you win? (good luck with that btw, it'd just be wrong if you lost)
some people are just assholes

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 09, 2010, 06:57:34 am**

you mean how your arena worked?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 09, 2010, 07:04:40 am**

gimp , why can't you just make him pay by force? or call the police?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 09, 2010, 02:28:23 pm**

Quote from: Typoman on January 09, 2010, 02:13:22 am
aw man that sucks big time. what do you think (or rather what does your lawer think) your chances of getting your legal costs outta him are if you win? (good luck with that btw, it'd just be wrong if you lost)
some people are just assholes

Oh Ill get it all and then some. Ill get my money, my legal costs, as well as interest and penalties for this loan that I did not consent to.

Thats why it blows my mind he would even try this. I have a contract. He's just broke and stalling for time. Thats my opinion.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 09, 2010, 02:30:52 pm**

Quote from: Ze Spy on January 09, 2010, 07:04:40 am
gimp , why can't you just make him pay by force? or call the police?

Well it doesnt work that way. If I use force (my preferred alternative if it were really up to me) then *I'll* go to jail. And as for the police, theyll say that this is a civil matter and direct me to the courts, which is who Im going through now. 45-60 days they said. And then after that he still has a certain amount of time to pay me. So it will be months before I see a dime, even though this is an open and shut case.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 09, 2010, 02:31:19 pm**

Quote from: Ze Spy on January 09, 2010, 06:57:34 am
you mean how your arena worked?

No I mean whats your opinion on your dwarf Spaher getting sent to the arena? :P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 09, 2010, 10:38:45 pm**

okay , but... don't throw in megabeasts , will ya?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 09, 2010, 10:40:11 pm**

Pffff.
Wimp.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 10, 2010, 02:20:49 am**

i mean , said megabeast can be used for something better and different instead of fighting one dwarf and die?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 10, 2010, 11:35:31 pm**

Great....I got a computer virus that totally screwed my machine all up. Now I cant upload pictures to photobucket.com. It says something about proxy servers. That virus changed some setting on my internet connection....I dont know how to fix this.

Man I have shit luck. I obviously havent been sacrificing enough peasants to Armok.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 10, 2010, 11:40:59 pm**

>.<

Well, I can't help you there...(What browser? If it's IE, obviously. IE doesn't need a virus to screw up. Get FF or Chrome)

So, I suspect that updates won't be awhile eh...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 11, 2010, 01:15:29 am**

if you are using IE , its not a virus , IE screws up alot , even without a virus

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 11, 2010, 07:12:54 am**

Requesting to be dwarfed as a armok worskipping mason to help complete the pyramid of doom(tm)
If none are available, I'd love a military dwarf!

As for your boss, I hope you impale his bank account with a superior adamantine shortsword and rip the innards out. =)
meaning cash for you. 8)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 11, 2010, 01:12:28 pm**

Quote from: addictgamer on January 10, 2010, 11:40:59 pm

>.<

Well, I can't help you there...(What browser? If it's IE, obviously. IE doesn't need a virus to screw up. Get FF or Chrome)

So, I suspect that updates won't be awhile eh...

I have one of each browser on my computer. I think I have 6 total. But yeah, the only one that still works is Firefox. The others give me that proxy error just trying to open. I dont get it.

Anyone know how to reset connection settings? I tried reinstalling IE, but the error is still there. So I dont think its browser settings...its gotta be something on the connection....uhhhh....I guess....

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 11, 2010, 01:12:54 pm**

Quote from: Khamero on January 11, 2010, 07:12:54 am

Requesting to be dwarfed as a armok worskipping mason to help complete the pyramid of doom(tm)
If none are available, I'd love a military dwarf!

As for your boss, I hope you impale his bank account with a superior adamantine shortsword and rip the innards out. =)
meaning cash for you. 8)

Sure, we can always use more stonecutters. What do you want to name him?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 11, 2010, 04:53:16 pm**

Name him simply Khamero, after myself. My skills and name shall raise our beloved fair queen into something the annals of history!

Being brainwashed is fun.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Jim Groovester** on **January 11, 2010, 05:02:17 pm**

Mr Gimp.

There is an important matter that requires your immediate attention.

When will Grigrak next be incarnated?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **January 11, 2010, 06:49:15 pm**

Quote from: Jim Groovester on January 11, 2010, 05:02:17 pm

Mr Gimp.

There is an important matter that requires your immediate attention.

When will Grigrak next be incarnated?

Probably in a dwarf that is immediately smashed by Armok

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 12, 2010, 02:47:36 pm**

Quote from: Jim Groovester on January 11, 2010, 05:02:17 pm

Mr Gimp.

There is an important matter that requires your immediate attention.

When will Grigrak next be incarnated?

I have a plan.

As soon as I can upload pics again Ill post the update. I have everything set up for some fun....stupid photobucket wont let me upload though...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 12, 2010, 03:41:32 pm**

Okay I figured out the problem. The virus is still on my computer....its a Trojan proxy-relay virus...whatever that is. Only firefox is secure enough to block this crap, thats why its the only browser on my comp that works. But I still cant upload or do other certain things online (because firefox is trying to protect itself).

Ugh.....

It doesnt seem like theres an easy fix. But I found some stuff online to help me out....so theres hope.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 12, 2010, 03:49:24 pm**

Lots of viruses going on, first Toady, and now Gimps computer... =/

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 12, 2010, 03:50:06 pm**

That stinks...

Hope you get it fixed.

Goodluck.

waits frantically for the updates to come

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 14, 2010, 01:54:34 am**

FIX IT NAOW!
or soon?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 14, 2010, 05:39:37 am**

i think you can just use a anti-virus?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 14, 2010, 09:48:35 pm**

I used several antivirus, spyware, adware, malware, and registry cleaning programs. I have found several dozen trojans, and dozens more spyware crap. There were also many folders and files I knew were viruses and deleted directly.

Still cant upload directly. But I got around photobucket's uploader. Apparently, I can still upload by emailing them straight to photobucket!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 14, 2010, 10:09:04 pm**

Spring 240

FPS: 140olis Rifotkûbuk. "Blockedlance"18th Granite. 240. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		13669731*		Population:		58				Champions		14	
Weapons:		588451*								Axedwarves		None	
Armor and Garb:		646064*		Miners		4				Axe Lords		None	
Furniture:		2854730*		Woodworkers		2				Swordsdwarves		None	
Other Objects:		2952980*		Stoneworkers		1				Swordmasters		None	
Architecture:		3472164*		Rangers		None				Macedwarves		None	
Displayed:		2958772*		Metalsmiths		2				Mace Lords		None	
Held/Worn:		196570*		Jewelers		1				Hammerdwarves		None	
				Craftsdwarves		7				Hammer Lords		None	
Imported Wealth:		2590333*		Nobles/Admins		12				Speardwarves		None	
				Peasants		None				Spearmasters		None	
Exported Wealth:		321867*		Children		None				Marksdwarves		2	
				Fishery Workers		None				Elite Mrksdwrvs		None	
Food Stores:		19772		Farmers		11				Wrestlers		None	
Meat		78		Seeds		755				Elite Wrestlers		None	
Fish		32		Drink		10234		A		Recruits		None	
Plant		354		Other		8319		A					
				Other Animals									

Wow. Forty years. 20-30 years may be enough for any sane fortress of dwarves. But dammit this is Blockedlance, and we threw sanity out the window a long time ago!

Speaking of which...Winston Smith has gone insane....uhhh, *more* insane, that is.

FPS: 133Dwarf Fortress									
'Eagle' Ikuddegël. Hermit cancels Store Owned Item: Item inaccessible. x4									
Datan Libadolitar. Noble cancels Store Owned Item: Item inaccessible.									
Udil Thobroder. Stonecrafter cancels Make rock Crafts: Getting something to drink.									
Asmel Zulbandák. Stonecrafter cancels Store Item in Stockpile: Getting food.									
'Eagle' Ikuddegël. Hermit cancels Store Owned Item: Item inaccessible. x2									
The merchants from Ayithele have embarked on their journey.									
'Winston Smith' Mistêmstagshil. Stonecutter cancels Sleep: Taken by mood.									
'Winston Smith' Mistêmstagshil. Stonecutter has been possessed!									
'Eagle' Ikuddegël. Hermit cancels Store Owned Item: Item inaccessible.									
Mistêm amidnebzuth. Noble cancels Update Stockpile Records: Going to bed.									
Datan Libadolitar. Noble cancels Store Owned Item: Item inaccessible.									
'Baroness Aldaris' Ushatatul. Master Stonecutter cancels Construct Building: Going to bed.									
Datan Libadolitar. Noble cancels Store Owned Item: Item inaccessible.									
Urdin Rovodolin. Clothier cancels Store Item in Bin: Getting food.									
'Eagle' Ikuddegël. Hermit cancels Store Owned Item: Item inaccessible.									
Datan Libadolitar. Noble cancels Store Owned Item: Item inaccessible.									
'Winston Smith' Mistêmstagshil has claimed a Mason's Workshop.									
'Fil' Thadeshtân. Stonecutter cancels Construct Building: Going to bed.									

Winston was seized by a demonic force from below the fortress! He tore off his (remaining) clothes and ran down the hallways screaming, "Noooooo!!!! Fools! All of you! Listen to me!!!!"

Dwarves gathered.

"Soylent Green is made out of people!!!!" There was an awkward silence. "Oh wait....wrong movie.....uhhh....Big Brother!!! No! He's always watching me!!! ARRRRGGGHHHHH!!!!!"

The other dwarves just scratched their heads at his odd behavior. 'Was it something in the double plus meat?', they wondered. Perhaps he was overjoyed about the raise in the sugar rations to one half cube per dwarf per month?

"I must craft with stone!" cried Winston, seizing a mason's workshop.

Upon hearing this request, they were reassured in Winston's continued rationality. Afterall, who doesn't go crazy once in a while? And who doesn't calm down by crafting with stone?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 14, 2010, 10:13:08 pm**

Armok appeared before Tradan as he floated through the void with his precious microcline boulder. In fact, he had substantiated many microcline boulders. Back in his life at Blockedlance, he had collected microcline amulets and rings and mugs until they overflowed his entire room and spilled out into the hall. Now, he had filled the nearby empty void with a floating asteroid field of blue stone.

"No!" shrieked Tradan, hiding himself from Armok with the stone. "Not again!" His entire body was covered in gruesome scars from the whippings of so long ago.

"You!" grimaced Armok as he pointed at the lowly dwarf. "Your mind is in such a gelatinous state that you have become able to bend reality itself! And all you could think to do with it is create a bunch of rough microcline boulders???"

"What do you mean that was **all** I could think to do?" asked Tradan, offended that Armok would besmirch the fabulous blue stone.

"If you love microcline, then you'll love this, you foul dwarf!" Armok raised his hands and the nearby boulders came flying at Tradan, knocking him around, and then.....the boulders actually began fusing into his skin. Tradan shrieked in pain. It reminded him of that one movie The Philadelphia Experiment, where the sailors sank into the deck and fused with it, but were still alive and in horrible agony.

"Why are you doing this to me?!" he cried.

"Well...I had no choice. It was the name of the damn chapter...and we had to get to it eventually! Behold!!! It's alive!!!" cried Armok in Dr. Frankenstein-like glee.

And with that, Tradan was overcome with the beastly spirit of a monster made of microcline...



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 14, 2010, 10:49:13 pm**

Too bad Tradan, you should have bended it to be non fusable xD

Great updates.

Goodluck with fixing your pc's state.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 14, 2010, 11:38:17 pm**

AWESOME. MY DREAM HAS FINALLY BEEN REALISED.

Also, sorry Christes but now you technically had sex with a monster made of stone.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **January 15, 2010, 01:50:23 am**

Hey! This is pretty awesome. Could I get a male marksdwarf named Cheddarius (I know you probably don't have room, but just any time in the future when you have peasants you don't need that you can draft or whatnot)?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **January 15, 2010, 11:53:42 am**

Quote from: Tradanbattlan on January 14, 2010, 11:38:17 pm

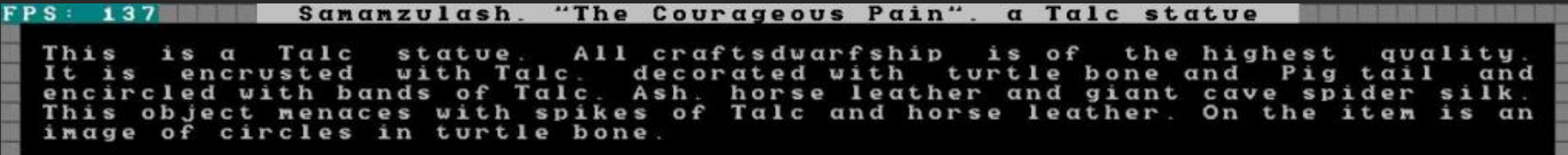
AWESOME. MY DREAM HAS FINALLY BEEN REALISED.
Also, sorry Christes but now you technically had sex with a monster made of stone.

No need for Viagra.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 15, 2010, 02:06:51 pm**

Winston Smith emerged from his workshop in what might be called a mood of triumphant joy. Winston diidn't really feel joy...but this was the closest he had ever gotten. He had finished his tribute to the workers. He dragged it behind him out into the halls. He gathered the dwarves around to look at it.

"Behold, this is my statue, 'The Courageous Pain'!" shouted Winston, pulling the rope reed cloth off the statue.



There was silence.

"Uhhh....it seems kinda plain, Winston," said a dwarf at last.

"Yeah...what's with the image of the circles?" asked another.

"What? This is a monument to the working dwarf! It doesn't **need** any fancy decoration or any fancy meaning!" Winston explained, defending his work.

"Oh." said the crowd as one. They paused for a moment or two, and then one by one they walked away, leaving Winston with his crude talc statue.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 15, 2010, 02:18:29 pm**

The courageous pain, is that the pain of the maker when he realizes that nobody cares about his statue? =O

At least it menaces with spikes, that should count for something...
But yea, it kinda lack images of demons and stuff... =(

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **January 15, 2010, 02:23:29 pm**

Legendary Statue Garden anyone?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 15, 2010, 07:32:05 pm**

*Dear Diray
i am getting tired of this fortress , i tell you why*

first of all , someone called winston smith created a random and plain statue that only contains circles as the main attraction , and yet he was't even a god damned legendary stonecrafter , damn

second , no matter how much i yell at the queen , she will never listen to me , its two session when i begain yelling at the queen to change my name to spaher , and yet she does not even bother replying.....

lol , had to stir this one up , you should of used DC to change the procession to fey mod

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 15, 2010, 08:29:48 pm**

Nah, I mentioned it twice. Spaher's in! I just havent mentioned him in the story yet. ;D

The one who should really be mad at me is Khamero. haha

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 15, 2010, 08:32:00 pm**

I think I requested a dwarf a while back...

Don't forget that...

If not, then I'll request a new one...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 15, 2010, 08:34:39 pm**

Quote from: Huesoo on January 15, 2010, 02:23:29 pm
Legendary Statue Garden anyone?

How legendary could it really be though? It's only worth 39,000 dwarfbucks.

I suppose that is a decent enough amount to cheer up peasants though. It's just so detestable to actually give the peasants a statue garden since the Queen confiscated the last one for her own private use. :P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 15, 2010, 08:39:45 pm**

Quote from: addictgamer on January 15, 2010, 08:32:00 pm
I think I requested a dwarf a while back...
Don't forget that...
If not, then I'll request a new one...

You mean Akhier? Or were you Mario?

They're both in. Akhier, and Mario are awaiting their certain death....errrr....their glorious chance for glory in the arena!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 15, 2010, 09:31:21 pm**

Quote from: MrGimp on November 19, 2009, 03:44:54 am
Quote from: addictgamer on November 10, 2009, 02:31:47 pm
Very good job so far.

I would like a dwarf, a male preferably, and if an engineer or blacksmith or mason or miner is open, I'd take one and in that order. If not, then military. And if not even that, any dwarf that is free. Nickname: Captain Coder.

Did the queen get her heir yet or is that in a future update?

The two engineers are taken, but I do have a furnace operator guy that helps smelt our gobs of platinum and magnetite ores. Ill make you him if that's cool.

As for Urist's heir...yeah, I hope that happens in a future update :) but it might not :-\

The dwarves will do what the dwarves will do.

Ok, here is my dwarf. I found it a few pages back.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **January 15, 2010, 10:18:28 pm**

Wooo, blood. :D

Whats happening with Eagle in his cave? He must get magma to simplify his life.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HFS** on **January 15, 2010, 11:15:19 pm**

Can I claim a dwarf?

Name: Xanthius
Male
Preferred: Military, Metalsmith (any type), Miner or Mason (preferably Military)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Beanchubbs** on **January 15, 2010, 11:55:53 pm**

I'm not going to request a dwarf because it seems like it's full up, and I know it's hard to include/remember everyone and then write them up in stories.

Anyhoo, very, very great fortress. I've been reading it a few hours a night, and I have rarely laughed so hard in my life at some point. It probably makes me a horrible person, but I found the section of baby killing the most hilarious and grabbed the Haiku as my sig. This is probably the most cruel/gruesome/disturbing/hilarious fortresses I've ever seen, and I believe it's damned near topping Boatmurdered in epicness.

Great Work.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 12:02:37 am**

Haha, thanks! And thanks to everyone for reading! I would have abandoned it a long time ago if it hadnt been for people reading this story. I didnt even intend to write it...it all just kinda happened!

Anyways, as a tribute, heres a list of all the insane people who have become part of this travesty of a fortress and whose dwarves' are still alive...

FPS: 128	Dwarf Fortress
'Baron von Montague' Regish. Master Stonecutter	Building
'Baroness Aldaris' Ushatatul. Master Stonecutter	Stonecutter
'Fil' Thadeshtān. Stonecutter	Drink
Deduk Otungkikrost. Woodworker	Store Item in Stockpile
Zon Rithstagshil. Woodcutter	Store Item in Stockpile
Urist Sibrekkezat Amugrobek. Queen	Construct Building
'Captain Coder' Lirshorast. Furnace Operator	
'Steve' Rimtartarmid. Weaponsmith	No Job
Zuntir Besmarkathil. Gem Cutter	Encrust Furniture With Rose quartz/R
Aseb Durakholet. Woodcrafter	Store Item in Bag
Udil Thebroder. Stonecrafter	Store Item in Stockpile
Asmel Zulbandak. Stonecrafter	Store Item in Stockpile
Mistēm Ineshlikot. Bone Carver	Eat
Boarek Abircotten. Bone Carver	Make clear glass Window/R
Urdin Rovedolin. Clothier	Store Item in Stockpile
'Nemobots' Dodakleron. Strand Extractor	Attend Meeting
Dishmab Cerollar. Farmer	Store Item in Stockpile
Cerol Thidasurdin. Cook	Prepare Lavish Meal/R
Obok Asobrāsh. Cook	Sleep
'Argonnek' Ingisharist. Master Tanner	Store Item in Stockpile
'Curly' Reskaltangath. Stonecutter	Construct Building
Cerol Rulilral. Planter	No Job
Lorban Lyröntak. Planter	No Job
'Mod' Nazushrigth. Master Planter	Store Item in Stockpile
'Nightwing' Zonrulush. Planter	Store Item in Bag
'Eagle' Ikuddegel. Hermit	Fell Tree
'Winston Smith' Mistēmstagshil. Stonecutter	
'Khamero' Sazirlibad. Stonecutter	Store Item in Stockpile
'Ravus Maniacus' Zalāsatis. Mechanic	Store Item in Stockpile
'Mogror Harbett' Dolushtun. Engineer of Death	tem in Stockpile
Shem Thobrag. High Priestess	Pickup Equipment
'Kulaka' Bonrekidakas. High Priest	Construct Building
'Soviet Travolta' Astingtak. Duke	No Job
'Moose' Dodaktangak. Noble	Sleep
Tosid Delerlikot. Noble	Construct Building
Mistēm Amidnebzuth. Noble	No Job
Datan Libadoltar. Noble	No Job
'Huesoo' Idenmena. Hammerer	Store Owned Item
'Siemsvamp' Enolasob. Grand Duchess	Noble
'Kirk Quorcene' Sakrithrigth. Court Musician	
'Petbeard' Uvarasnel. Dungeon Master	Sleep
Fikod Inodzoz. Champion	Rest
'LegoLord' Nobrovod Egomzakgol Milol. Champion	
'Randall' Udilsosh Lim Rantak. Champion	oldier
'Samus' Okoshineth Ugoshlärul Ekir. Champion	r
'Akhier' Nosīndeler Kosak Teshkad. Champion	er
Ingish Rakustbardum Eloisumun Ekast. Champion	
Amost Tithlethfikod. Champion	Sparring in Barracks
'Mario' Nokgollogem Rilemsholid Bāsen. Champion	
'Dullard' Thikutshadmal Rükalmulāsh Todör. Champion	
'Akigagak' Inethkivish ābirgonggash. Champion	
'Typoman' Listudib Nakisrab. Champion	Soldier
'Jazz' Stinthādōsust Abanshadmal Rāsh. Champion	
'Spaher' Bekarērith Anshagog Amas. Champion	er
'MadMonkey24' Ilralāgesh Bonun Thad. Champion	
'Xanthius' Linulkadol Vosutkosak Kekath. Marksdwarf	
'Cheddarius' Hersethiton Sharul ūnil. Marksdwarf	

The nobles are all Armok worshippers, and so is anyone with the prefix 'Master' in their profession title. Oh, and our Engineer of Death worships Armok too. Everyone else is a filthy pagan.

Xanthius and Cheddarius: I added you guys in as marksdwarves.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 12:34:50 am**

Okay Captain Coder, I put you in and updated the Scroll of Life.

And now, for my favorite part...the Scroll of Death...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 16, 2010, 12:42:37 am**

dear diray

its a crazy day here , i just saw a poster that said "the scroll of life" , i mean , what the hell is that? i bet 5 thousand dollars that queen urist is going to make a "scroll of death" , its insane in this fortress , but armok's wealth makes everyone crazy , how can we help that? except i don't really worship armok , but pretend to so i don't get murdered.
geez , i think i am going to make a new warcry , "WELCOME TO THE UNITED STATES OF YOU JUST GOT DOMINATED" , was what i am planning to choose due to the insanity of this fortress

i refuse to be one of those insane crazy people! lol

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 12:47:27 am**

Scroll of Death

308 dead dwarves rot in our catacombs. Although, there were 69 dead dwarves in Blockedlance before Urist arrived. So that's a total of 377 dwarven spirits haunting the grounds. Plus a few dwarven caravan guards and the dwarven trade rep and diplomat. So about 380 or so.

Tulon Umānriqyth. Miner	Deceased
Logem Tomāmsibrek. Miner	Deceased
Mörul Ilashducim. Freemason	Deceased
Geshud Elikkūbuk. Miner	Deceased
Mosus Cogteshkad. Freemason	Deceased
Sigun Kuletildom. Miner	Deceased
Inod Degēlathel. Freemason	Deceased
Lokum Saziridos. Freemason	Deceased
Ushat Nishrāsh. Miner	Deceased
Cog Olonothil. Freemason	Deceased
Rintar Tastrodsazir. Miner	Deceased
Sarvesh Ostathoddom. Freemason	Deceased

Dwarf Fortress

FPS: 143Dwarf Fortress

Lokum Zasiturdim. Miner	Deceased
Mosus Alāthesis. Miner	Deceased
Catten Atīsedan. Miner	Deceased
Udil Endokkab. Miner	Deceased
Tun Rāshsākzul. Woodworker	Deceased
Endok Zesamost. Woodworker	Deceased
Unul Udilingotūn. Eribite Woodworker	Deceased
Nish Dedukkegeth. Woodcutter	Deceased
Uvash Logemlun. Stoneworker	Deceased
Unul Lusleniteb. Stoneworker	Deceased
'Jimm' Rikkirathel. Engraver	Deceased
Mafoi Unibmorak. Animal Caretaker	Deceased
Olin Udosingish. Animal Trainer	Deceased
ērith Kirlikot. Metalsmith	Deceased
Rovod Regātast. Metalsmith	Deceased
ēzum Delethzon. Metalsmith	Deceased
Rakust Olilducim. Furnace Operator	Deceased
Fikod Stibmerfikod. Armorer	Deceased
Rith Sanrebalāth. Jeweler	Deceased

Dwarf Fortress

FPS: 142Dwarf Fortress

ēzum Dakostathel. Jeweler	Deceased
Edēm Asobgin. Jeweler	Deceased
Rintar Reggusgash. Gem Cutter	Deceased
Vucar Asmelērith. Gem Setter	Deceased
Zulban Idanen. Craftsdwarf	Deceased
Logem Nūhuknātig. Craftsdwarf	Deceased
Hedtoh Durōdthikot. Craftsdwarf	Deceased
Rovod Muzishlibash. Craftsdwarf	Deceased
Kogan Kudistall. Craftsdwarf	Deceased
Rintar Disilatin. Eribite Woodcrafter	Deceased
Rovod Ikliatiton. Woodcrafter	Deceased
Asi Thiketroth. Leatherworker	Deceased
Unul Lipvikhikrost. Eribite Bonecarver	Deceased
Cog Annededak. Bone Carver	Deceased
Asi Beronnenen. Bone Carver	Deceased
Aban Geboden. Clothier	Deceased
Catten Lakotetigaz. Glassmaker	Deceased
Helbil Eihunnetia. Pottery Worker	Deceased
Gused Lanteriden. Pottery Worker	Deceased

Dwarf Fortress

FPS: 142		Dwarf Fortress	
Likot Eielator	Fishery Worker	Deceased	
Gádan Nishetast	Fishery Worker	Deceased	
Galob Tueleragosa	Fishery Worker	Deceased	
Anna Nigashheamar	Fishery Worker	Deceased	
Evash Sushewash	Fishery Worker	Deceased	
Nosus Rishurak	Fish Hisseler	Deceased	
Kib Alchunashu	Fish Cleaner	Deceased	
Tosid Egastzuntir	Farmer	Deceased	
Minkot Nishekur	Farmer	Deceased	
Zuglar Kóbukkathil	Farmer	Deceased	
Atis Athelkúd	Eribite Brewer/Cook	Deceased	
Reg Ilralakgos	Farmer	Deceased	
Kumil Zasostath	Farmer	Deceased	
Ingish Regèrith	Miller	Deceased	
Kóbuk Avuzustuth	Farmer	Deceased	
Obok Imushoddom	Farmer	Deceased	
Kóbuk Nisherib	Soap Maker	Deceased	
Ducin Osirkeskal	Farmer	Deceased	
Deduk Zimedem	Farmer	Deceased	

Dwarf Fortress

FPS: 142		Dwarf Fortress	
ezum Lisidsazir	Miller	Deceased	
Zulban Melbilugosh	Butcher	Deceased	
Itan Tithlethoslan	Dyer	Deceased	
Kogan Shigasmosus	Dyer	Deceased	
Obok Tatiden	Eribite Farmer	Deceased	
Meng Hözirlogem	Planter	Deceased	
Reg Rigzthlolek	Eribite Heir	Deceased	
Zon Taronustuth	Eribite Farmer	Deceased	
Besmar Bonrekiseth	Planter	Deceased	
Ast Ninurosian	Planter	Deceased	
Oddom Koithad	Planter	Deceased	
Catten Râlukducin	Planter	Deceased	
Tosid Zontad	Planter	Deceased	
Kivish Rintarlikot	Planter	Deceased	
Melbil Isulducin	Planter	Deceased	
Ast Ingizlashed	Planter	Deceased	
Fath Cilobrâsh	Planter	Deceased	
Rovod Thîkutakir	Planter	Deceased	
Enul Kivishtösed	Planter	Deceased	

Dwarf Fortress

FPS: 142		Dwarf Fortress	
Udib Atzulshem	Planter	Deceased	
Iden Likotèrith	Planter	Deceased	
Vabök Odgúbkib	Planter	Deceased	
Tun Tôsednish	Planter	Deceased	
Vucar Gusgashdakost	Planter	Deceased	
Vucar Homuzetost	Planter	Deceased	
Vabök Thosbutlikot	Planter	Deceased	
Ilral Sazirradom	Planter	Deceased	
Udib Kosothar	Planter	Deceased	
Amost Roderingiz	Eribite	Deceased	
Nil Dodakkizest	Planter	Deceased	
'Nightwind' Mörulsazir	Planter	Deceased	
Nish Rovodad	Planter	Deceased	
Shem Mengakgos	Planter	Deceased	
Sodel Rigzthzas	Planter	Deceased	
Kivish Adageshtân	Brewer	Deceased	
'Eberdek' Kuletmen	Potash Maker	Deceased	
Catten Thoblek	Lye Maker	Deceased	
Olin Libushadii	Mechanic	Deceased	

Dwarf Fortress

FPS: 142		Dwarf Fortress	
Kulet Tinnürudil	Mechanic	Deceased	
Monom Mebzuthistan	Tax Collector	Deceased	
Zuntir Inethkudust	Tax Collector	Deceased	
Obok Nishurrith	Tax Collector	Deceased	
Bomrek Siknugrith	Tax Collector	Deceased	
Stukos Ribarustuth	Tax Collector	Deceased	
ezum Shukarsazir	Tax Collector	Deceased	
Zasit Ledison	Tax Collector	Deceased	
Mistēm Alāthnāzom	Tax Collector	Deceased	
Bēmbul Litastatēk	Tax Collector	Deceased	
Vucar Olonlogem	Tax Collector	Deceased	
Bēmbul Dodāktinōth	Tax Collector	Deceased	
Kogan Oslanarek	Tax Collector	Deceased	
Bomrek inalurvad	Hammerer	Deceased	
Ineth Febudar	Hammerer	Deceased	
'Handinger' Anudsibrek	Hammerer	Deceased	
Lār Mōrulēlot	Hammerer	Deceased	
Logem Deleratēk	Hammerer	Deceased	
Lār Regzuden	Hammerer	Deceased	

Dwarf Fortress

FPS: 142		Dwarf Fortress	
iton Rūloslan	Hammerer	Deceased	
Sibreġ Cattenrilbet	Hammerer	Deceased	
Nil Ledonshen	Duke Consort	Deceased	
Cog Oitarneth Rimadnoram Dumed	Queen	Deceased	
'Jackrabbitt' Daturzasit Tīrdugvathsith Batōk	Champion	Deceased	
'Tradanbattlan' Zuglarūz	Champion	Deceased	
Bomrek Keskālbosmar	Champion	Deceased	
Ducim Bisillibash Ugoshōsed Riril	Championed	Deceased	
Alāth Zimvucar Relonmunest Artum	Champion	Deceased	
Obok Ritlikot Betanlūrit Kulbet	Champion	Deceased	
iton Logenkon Sōdernam	Champion	Deceased	
Monom Zonlibad Ugosh Er	Champion	Deceased	
'Cain' Cudistzasit Nanirtōlōn Hestthos	Champion	Deceased	
Minkot Idenrab	Champion	Deceased	
Ingish Cattenmōrul Telingetar Alnis	Champion	Deceased	
Monuz Kuletlahtur	Champion	Deceased	
Nil Lārvunom Zinnikot	Champion	Deceased	
Kogan Dodākvōlal	Champion	Deceased	
Sibreġ Aranmūthkat	Champion	Deceased	

Dwarf Fortress

FPS: 142		Dwarf Fortress	
Shorast Tostmūthkat	Champion	Deceased	
'Labs' Stettaddodāk Ton Ushat	Champion	Deceased	
Monom Lārnezum Ushilker	Champion	Deceased	
Urvad Bekarlikot Nelzurnunūr Ison	Champion	Deceased	
'Zulaf' Artobathel	Champion	Deceased	
Hedtob Vathsithineth Atēshinush	Champion	Deceased	
'Christos' Egenmeng Ngobolishash Vukcas	Champion	Deceased	
Datan Zonshedim Uetir Lilar	Champion	Deceased	
Tosid Ozkakimush Usheshīkor Astesh	Champion	Deceased	
Atir Idashthīkut Zoniggal Gikut	Champion	Deceased	
Zaneg Kircerol Taron Ostuk	Champion	Deceased	
Edēm ābirērith Sūbilator Dimol	Champion	Deceased	
Dastot Ducimvabōk Kiretish Mirstal	Champion	Deceased	
Stukos Oslanālil Kastollanggud	Champion	Deceased	
Zas Zimled Hedtobdodāk Usal	Champion	Deceased	
Thob Unolsazir Ngubnuldudgoth Zat	Champion	Deceased	
Eral Mōrulineng Uzolnūlral Mezum	Champion	Deceased	
Kumil Ōgredurvad Anūzularthob Nakas	Champion	Deceased	
Kadol Rigwthoshur Losismuz	Champion	Deceased	

Dwarf Fortress

PS: 142		Dwarf Fortress	
---------	--	----------------	--

Monuz Zegurdim Libadsöbil Kûbuk. Champion	Deceased
Kadol Mafolmenad. Champion	Deceased
Itön Kirshem. Champion	Deceased
Mûthkat Udilgemur. Champion	Deceased
Sibrek Zanegathel. Hammerdwarf	Deceased
Hedlob Vabökdeler. Hammerdwarf	Deceased
Hinkot Dedukkivish. Marksdwarf	Deceased
Catten Likottangak. Marksdwarf	Deceased
Logem Logencatten. Marksdwarf	Deceased
Udib Ledegon. Marksdwarf	Deceased
Goden Nosingunul. Marksdwarf	Deceased
Iden Lûritkol. Marksdwarf	Deceased
Atir Rigsthnamash. Marksdwarf	Deceased
Led Mûthkattösed. Marksdwarf	Deceased
Olon Zâgodineth. Marksdwarf	Deceased
Edem Astisêrith. Marksdwarf	Deceased
Morul Mishosalâth. Marksdwarf	Deceased
Sâkzul Ôzalâth. Marksdwarf	Deceased
Tulon Lorbumardes. Marksdwarf	Deceased

Dwarf Fortress

PS: 142	Dwarf Fortress
êrith Rinalunib. Marksdwarf	Deceased
Udil Astisdakost. Marksdwarf	Deceased
Cerol Ingishtaron. Marksdwarf	Deceased
Tirist Okanglikot. Marksdwarf	Deceased
Unib Kenoddom. Marksdwarf	Deceased
Olon Sarveshinen. Marksdwarf	Deceased
Kogan Dîshnabлектad. Marksdwarf	Deceased
Rovod Ulengast. Marksdwarf	Deceased
Litast Balnish. Marksdwarf	Deceased
êrith Kûbukrur. Marksdwarf	Deceased
Mafol Midoralâth Akruirithar Kâlreth.	Elite Marksdwarf
Melbil Sillogem. Elite Marksdwarf	Deceased
Unib Cattenfesh. Elite Marksdwarf	Deceased
Ast Zeseral. Elite Marksdwarf	Deceased
'Bowbeard' Litastlun. Elite Marksdwarf	Deceased
Duned Fikodrighth. Elite Marksdwarf	Deceased
Shorast Rithfarash. Elite Marksdwarf	Deceased
Stinthad Rirmehzuth. Elite Marksdwarf	Deceased
Zasit Idenusen. Elite Marksdwarf	Deceased

Dwarf Fortress

PS: 142	Dwarf Fortress
Deduk Kûbukirtir. Elite Marksdwarf	Deceased
Kumil Rovodsashas. Wrestler	Deceased
Sigun Legonrighth. Wrestler	Deceased
Ducin Zuglarrifot. Wrestler	Deceased
Edem Kurikadil. Wrestler	Deceased
Udil Igathzas. Wrestler	Deceased
Ast Mengozkak. Wrestler	Deceased
Morul Monuzarist. Wrestler	Deceased
Dôbar Bistökkel. Wrestler	Deceased
Tulon Bomrekâbir. Elite Wrestler	Deceased
Kol Amuglolor. Elite Wrestler	Deceased
Litast Monofesh. Asedwarf	Deceased
Edem Calibree. Asedwarf	Deceased
Mafol Kûbukasrer. Recruit	Deceased
Donas Libadaban. Recruit	Deceased
'Myth' Kediden. Grand Master mason	Deceased
Imush Amugurist. Recruit	Deceased
Nish Thîdasiden. Recruit	Deceased
Zefon Lisidimush. Recruit	Deceased

Dwarf Fortress

FPS: 142	Dwarf Fortress	
Catten Akgossibreki	Recruit	Deceased
Mörul Oddonsaman	Recruit	Deceased
Cog Rosatíteb	Recruit	Deceased
Bomrek Rakustmeng	Recruit	Deceased
Ducim Insélatís	Recruit	Deceased
Edém Tosidnum	Recruit	Deceased
Athel Olinlilum	Freemason	Deceased
ézun Eshondakost	Freemason	Deceased
Vucar Thibamducin	Recruit	Deceased
Sibreki Gidthuriteb	Recruit	Deceased
Rakust Sodelaláth	Recruit	Deceased
Meng Udábzalud	Peasant	Deceased
Thob Razeseral	Peasant	Deceased
Mistém Kóbukrosat	Peasant	Deceased
Bémbul Stukosezar	Peasant	Deceased
Logen Memadlogen	Peasant	Deceased
Degél Orsharmistém	Peasant	Deceased
Mörul Ilmebzuth	Peasant	Deceased
Olon Zuntírrul	Peasant	Deceased

Dwarf Fortress

FPS: 142	Dwarf Fortress	
Kosoth Astginet	Peasant	Deceased
Urist Tegirlibash	Peasant	Deceased
Ast Mafolirifot	Child	Deceased
Melbil Desiaurist	Child	Deceased
Cog Olontonus	Child	Deceased
Udil Säkzulurath	Child	Deceased
Shorast Febföker	Child	Deceased
Bomrek éríthnat	Child	Deceased
Eshtán Regbardum	Child	Deceased
Atir Iksistgeshud	Child	Deceased
Rith Athelshagag	Child	Deceased
Udil Esdorshorast	Child	Deceased
Melbil Adilnakas	Eribite	Deceased
Sazir Nirsäkkul	Child	Deceased
Ingiz Gäneterai	Child	Deceased
Iden Mörvisazir	Child	Deceased
Him Tiristakgas	Child	Deceased
Obok Likotemgash	Child	Deceased
Rigeth Tishisimush	Child	Deceased

Dwarf Fortress

FPS: 142	Dwarf Fortress	
Unib Abodkóbok	Child	Deceased
Datan Richargeshud	Child	Deceased
Unul Mebzuthshethéth	Child	Deceased
Datan Utöbérith	Child	Deceased
Stukos Ifushzuntir	Child	Deceased
Sarvesh Sigunmesir	Eribite	Deceased
Faked Nethurdin	Child	Deceased
Urvad Säkzulmonang	Child	Deceased
Cerai Kurikdomas	Child	Deceased
Dodak Ustuthakul	Child	Deceased
Kosoth Shuthrazurist	Child	Deceased
Bomrek Shovethducin	Child	Deceased
Imush Datanrai	Child	Deceased
Kol Bomrekfaked	Child	Deceased
ézun Mafolnish	Eribite	Deceased
Loges Stukosadrai	Child	Deceased
Aban Codenerer	Child	Deceased
Sazir Ceralsäkrith	Child	Deceased
Urvad Uristthikut	Eribite	Deceased

Dwarf Fortress

PS: 142	Dwarf Fortress	
Solon Adraith	Child	Deceased
Geshud Febsat	Child	Deceased
ézun Sodeloggez	Child	Deceased
Ineth Olonhungek	Child	Deceased
Donas Kegethsibreki	Child	Deceased
Degél Kolekast	Child	Deceased
Solon Othlestnash	Child	Deceased
Ustuth Dastotbardum	Eribite	Deceased
Nash Rorkol	Child	Deceased
Zulban Gavasadii	Child	Deceased
Nikrost Bisekunih	Eribite	Deceased
Dóbar Monuzwishos	Child	Deceased
Mistém Arusthomrek	Eribite Woodcrafter	Deceased
Mebzuth Oslantekkod	Child	Deceased
Aldth Säkzuldodak	Eribite	Deceased
Rakust Ganadatis	Child	Deceased
Rigeth Edtütirist	Child	Deceased
Oddom Sutidmarul	Child	Deceased
Faked Lorbangomath	Child	Deceased

Dwarf Fortress

PS: 143	Dwarf Fortress	
Mosus Kadoletham	Child	Deceased
Thikut Ableltenshed	Child	Deceased
Sigun Kerlígkib	Child	Deceased
Aban Atulurist	Child	Deceased
Led Unibud	Child	Deceased
Udil Kibunih	Baby	Deceased
Olin Megiddomas	Baby	Deceased
Tosid Febbonrek	Baby	Deceased
Zefon Febbonrek	Baby	Deceased
Hulet Nikkarzuglar	Baby	Deceased
Kol Mafolíbmát	Baby	Deceased

Still nowhere near my goal of 1000. I dont get migrants anymore though, and these dwarves wont breed (maybe cause I kill all the heathen children?).

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 16, 2010, 12:59:04 am**

ergh! that thing can fill an entire page!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 16, 2010, 01:13:04 am**

That.
Is.
AWESOME!!

I hope to add to that number as the Microline Monster!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Innominate** on **January 16, 2010, 01:15:34 am**

Quote from: Tradanbattlan on January 16, 2010, 01:13:04 am

That.
Is.
AWESOME!!

I hope to add to that number as the Microline Monster!

All you need to do is to warp yourself out of the Armok-then-isolation-and-then-oh-great-more-Armok hell and into the Blockedlance take on reality.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 16, 2010, 01:19:37 am**

Ahaa!
I've done it! I've figured it out!
If I summon a bridge, I can atom smash my way back to Blockedlance!

Beware, feebleminded dwarves!
I'M COMING BACK.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 16, 2010, 01:23:46 am**

AND I WILL PREPARE FOR YOU , AND I WILL . DESTROY . YOU! THEN I WILL YELL UNLESS ITS A FARM IN YOUR FACE!(meet the soldier , anyone?)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 16, 2010, 02:21:51 am**

MrGimp, are you still having problems with companion?

Maybe I can help you to get it working.
It's something I do. ;)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 12:03:44 pm**

Quote from: addictgamer on January 16, 2010, 02:21:51 am

MrGimp, are you still having problems with companion?

Maybe I can help you to get it working.
It's something I do. ;)

Ironically enough I just got it working a few days ago. I've toyed with it a bit. I just seem to destroy things more. Like how when I used Tweak it set the place on fire....well messing with DC has caused the Queen to go crazy and jump off the pyramid several times.

Suffice it to say I've been doing a lot of save scumming. ;D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 16, 2010, 02:08:55 pm**

Ok, glad to know it works now. :)

Maybe revive tradan? I suggest you save before you do and then unpause for 5 mins at least after you do.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 16, 2010, 07:33:50 pm**

Khamero still waiting to be part of the loyal stonecutters league?

Or did he sneak into the scroll of death when I wasent looking?
He could be a loyal marksdwarf as well... me own dad made me a pretty decent crossbow when I was a kid... xD
But they seem to kind of die off pretty quickly... =O

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 08:30:04 pm**

Quote from: Khamero on January 16, 2010, 07:33:50 pm

Khamero still waiting to be part of the loyal stonecutters league?

Or did he sneak into the scroll of death when I wasent looking?
He could be a loyal marksdwarf as well... me own dad made me a pretty decent crossbow when I was a kid... xD
But they seem to kind of die off pretty quickly... =O

Yeah, a farmer was singled out by the priest and priestess and baptized with the ancient dwarvish name 'Khamero'. He is now an initiate in the Stonecutter's Guild and toils all day on the pyramid.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 08:43:45 pm**

Queen Urist sat on her platinum throne sipping sunshine and being fanned by a couple peasants. A portal opened before her and Armok stepped through, leading a giant blue beast behind him with a chain.

"Greetings master! What is this you have here?" asked Urist.

"Oh this is a beast of microcline."

"Beast of Microcline?"

"Yeah, they're found all throughout the eighth dimension. I totally didnt take a dwarf, horribly mutate and lobotomize him, and then bring him back here to you like this," said Armok.

"Oh." Urist looked at the beast. "Well what're you going to do with it?"

"Well I was gonna give it to you, actually."

"Hmmm...yeah I could always use a beast to throw in the arena. There were a few champions left over from that rebellion that I never sacrificed to you my lord. I shall rectify that mistake immediately." Urist snapped her fingers at her servants. "Guards, bring me Ingish Tombfights, and that other dwarf with the red hat...Mario was his name? Yeah the only one here besides the hammerer who uses a hammer. Get that guy. We'll see what these dwarves are made of..." cackled Urist.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 16, 2010, 08:46:40 pm**

addictgamer is ecstatic

Interesting.

Did you actually bring him back as something other than a dwarf? A bronze colossus?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 08:54:16 pm**

Urist's minions delivered her orders to Mario and Ingish Tombfights. These dwarves had fought for the rebellion under Lord Akigagak back when he was a traitor. Now Akigagak Citylancers, the Romantic Flayer was the greatest hero of Blockedlance. All had been forgotten. But not for Ingish and Mario...two dwarves that were far too lowly and humble to ever win the respect of Queen Urist.

As they were being led to the throne room, Grigrak's unconscious spirit drew near. Though Grigrak was not in a state in which he could control his actions, his unconscious desires led him towards dwarves who hated Urist, dwarves who were rebellious and especially dwarves who were violent. Ingish Tombfights fit that bill perfectly. He had slaughtered many dozens of elves and goblins, and held within him a deep hatred of the Queen for her slaughtering of the children so many years ago.

Grigrak began melding with the dwarf.

Mario and Ingish stood before the Queen, and were shackled, arms and legs. They were told of their fate; a fight to the death with a great beast. Mario saw the chance for glory, but Ingish, who was now fully Grigrak, wanted only to bash the Queens brains in. He lunged at her, though he was shackled. The guards tackled him. The Queen merely laughed.

"Make him fight first....and make sure they fight naked, and without a shield, like true dwarves!" laughed the Queen.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 09:03:03 pm**

Ingish Tombfights was a mighty old dwarf,
and a mighty old dwarf was he!

Creature details : dwarf (ingish rakustbardum elolsumun ekast) [id=8509]

Refresh

Apply

Heal

Hurt

General information

Damages

Skills

Mood

Profession

total XP : 885965

skill	level	xp
Wrestler	102	539/10700
Shield User	56	4658/6100
Axeman	35	2593/4000
Armor User	18	1885/2300
Pacifier	4	230/900
Judge of Intent	4	186/900
Intimidator	4	224/900
Flatterer	4	117/900
Comedian	4	354/900
Persuader	4	72/900
Conversationalist	4	217/900

Stength

Agility

Toughness

19

18

19

But stripped of his shield and armor and facing a creature he had never seen before, his body shook with fear. A crowd banged on the glass of the dining hall as he readied himself for the gate to raise.



When the gates raised, he saw the blue stone beast roaring and beating it's chest. It barely moved, making him make the first move. Gathering his beard about him, Ingish Tombfights, the Laconic Griffon of Safety charged with all his strength and speed at the horrible microcline monster...

[Spoiler](#) (click to show/hide)
And promptly fell dead.



Yes the Beast of Microcline was so Superbeast of Microclinely Tough that Ingish/Grigrak just did not stand a chance. At least not naked and without a shield. He fell dead right there, bitten in half by the massive stone jaws of the monster that the dwarves of Blockedlance now named Spinmountains.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 16, 2010, 09:49:39 pm**

Waahahahaha!! Not even Grigrak can keep his spine together under my might! Let's see the italian try!

Also, I find it ironic how he was named "Spinmountains" and he's made of rock.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 16, 2010, 10:43:51 pm**

Very interesting.

How did you make that beast?

lol

The updates are not as big as they used to be, but they are still masterpiece quality.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 16, 2010, 11:33:33 pm**

Quote from: addictgamer on January 16, 2010, 10:43:51 pm

Very interesting.

How did you make that beast?

I had a raccoon in a cage from a long time ago. Then I edited raccoons into Beasts of Microcline. Gave em a bunch of stat boosts, then used DC to boost his toughness, agility and strength to 100 (the max).

He still gets slaughtered by legendary dwarves with armor or a shield. They have to fight naked to make it fair.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 16, 2010, 11:39:06 pm**

Pretty clever :D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 17, 2010, 12:03:34 am**

Mario had of course been in the arena with Ingish, having come through an old green pipe. Just before the gates had opened, Mario had crushed a stone block and a mushroom popped out and began sliding down the hall. As any dwarf would, Mario chased after the mushroom.

By the time he had come back to the other end of the arena Ingish was dead. "Mamma mia, you killed Luigi!" cried Mario. "I mean Ingish!" Mario raised his hammer as the cheering crowd banged on the glass. "I'm a gonna break a your face! Let's a go!"

With that Mario charged, and jumped over the Beast of Microcline. But there was no golden axe!!! Mario had never been in a fight like this. He jumped over the blue monster again, hoping to find a little golden axe to chop down a bridge so that the blue beast could fall into magma. But again, there was nothing. He then realized there was no bridge. Or magma.

"Hey! What kind of a mushroom kingdom *is* this?!" cried Mario in despair.

It was then the Spinmountains lunged forward and bit Mario's right arm off. He began gushing blood.

"Oh no! I only have a the one up!" Mario swung his hammer with his remaining hand, trying to keep the monster away. slowly, he began losing strength. There was a pool of blood. He was fading.

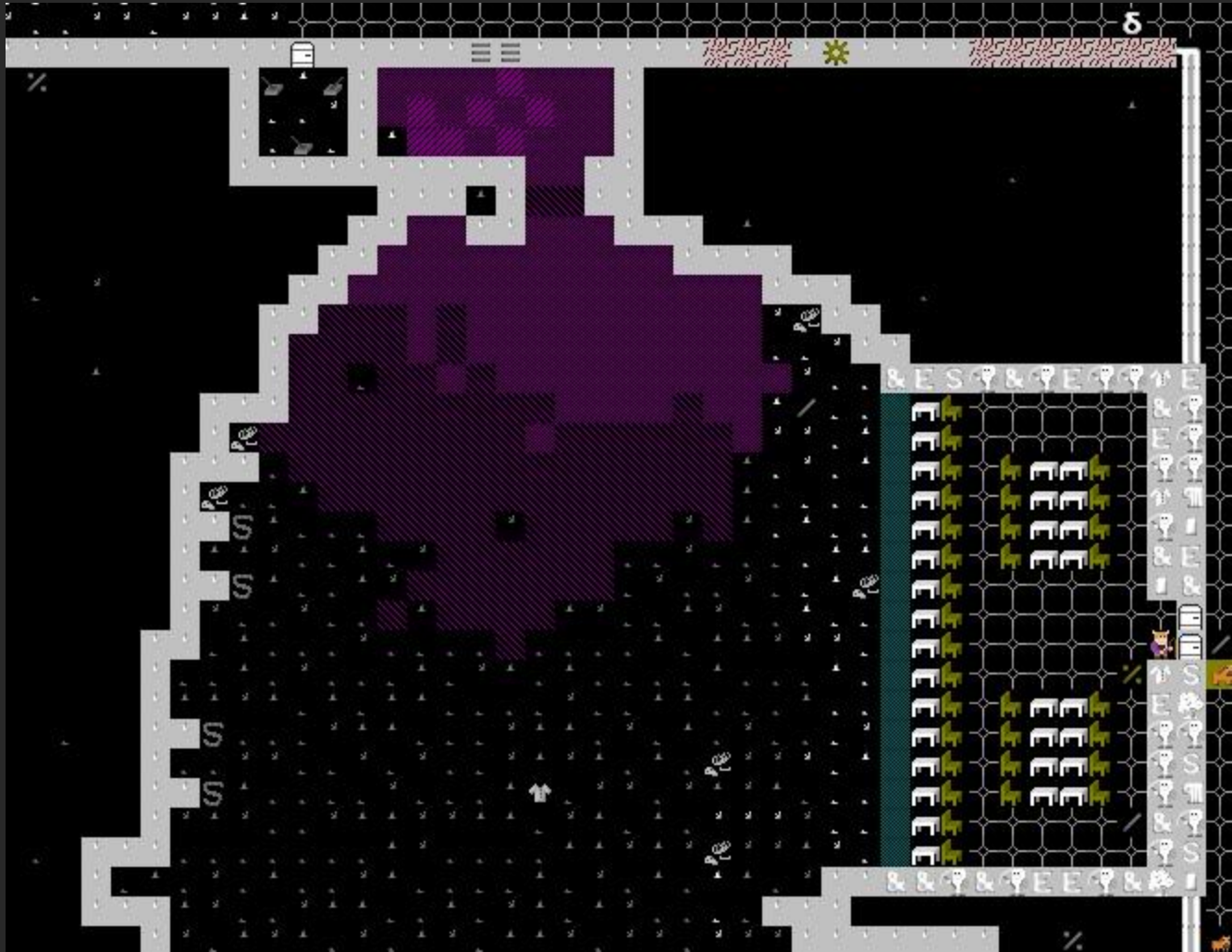
"Mamma mia!" he whimpered.

[Spoiler](#) (click to show/hide)

And there he fell naked and dead at Spinmountains feet while his friends watched and cheered merrily.



Those italians man....maybe it was all the red and green mushrooms he put on his pasta, or maybe it was the fiery-hot flower-spiced Italian sausages....but Mario's corpse really stank the arena up something awful.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 12:04:37 am**

may i extract ze mircocline?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 17, 2010, 12:10:21 am**

Quote from: Ze Spy on January 17, 2010, 12:04:37 am
may i extract ze mircocline?

Errrrr.....things kinda get a little out of hand at this point.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 12:16:27 am**

ehh , whatever , the next time the monster fights someone , throw me in the arena too , will ya?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 17, 2010, 12:34:16 am**

hehe, that beast won't be thirsty for a while.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 12:42:15 am**

i am not going to let him kill me! I WILL , REPEAT , WILL , TURN , HIM , INTO , PASTE!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 17, 2010, 01:19:19 am**

Well it was at this point in the game that I saved it and then let it run for a while into the next season. Some traders came, I built half a level on the pyramid, and laid some floor slabs down in the temple. I hadnt saved it in a while, but things were going good. All of a sudden I see at the bottom of the screen...

Ravus Maniacus has starved to death!

Spoiler (click to show/hide)

Mogror Harbett came running to the throne room, where Urist sat drunk out of her mind. "Your majesty, your majesty!" he cried.

"Yeah?" slurred Urist.

"Your majesty, my assistant has just dropped dead from starvation!" cried the insane engineer. "And I'm really hungry too!"

"What? Ravus Maniacus is dead?!" cried the Queen. "Let me see the ledger!"

Tapping the 'a' button, Mogror showed the Queen the ledger.

"Oh my god! We also lost some no-named bone carver and a no-named cook!" shouted the Queen in horror.

"Yes well we dont really ***need*** a bone carver....and we have plenty of food and booze....enough to last a decade or more if need be."

"That's besides the point! Why are dwarves starving to death in my fort when I havent ordered them to?" demanded the Queen. It was a legitimate question.

"Well...the Microcline Monster is big and scary, and when we go to the dining hall we see him, and run away," explained Mogror.

"And?"

"Well, then we dont see him anymore, and we have food in our hand, so we head back to the dining hall....where we see him again."

"Ahhh....and then you flee again."

"Yes, your majesty."

"Well we have plenty of dining halls, some where you can see the arena, some where you cant."

"Yes, your majesty....and some of us have been lucky enough to eat at those places which we cannot see the arena. But there is a clump of half-starved dwarves hanging out by the main hall. The bone carver's body lies among them, driving them to further madness."

"I see. Well...we shall have to kill that monster ***post haste!***" affirmed Urist, with a grimace and steadfast intent. "Ugh....he's already killed five of our dwarves...."

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **January 17, 2010, 01:22:53 am**

You know, you could just free the dining hall table...
But that wouldn't be very dwarfy.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 17, 2010, 01:26:29 am**

...
Oh my.
It would seem that things have... changed.
And guess what.
Spoiler: "What is it, Tradan?" (click to show/hide)

I WILL DRINK THE BLOOD ALL THE SAME.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 17, 2010, 01:30:18 am**

Quote from: Cheddarius on January 17, 2010, 01:22:53 am
You know, you could just free the dining hall table...

This honestly never crossed my mind. Had it done so...I might have avoided a lot of trouble and sorrow.....

:P

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 17, 2010, 01:30:45 am**

SORROW IS FUN. COMMENCE WITH THE SORROWNESS.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 17, 2010, 01:31:15 am**

Can they actually get scared? D8

Out of eating? :O

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 17, 2010, 01:32:25 am**

Quote from: Tradanbattlan on January 17, 2010, 01:26:29 am
...
Oh my.
It would seem that things have... changed.
And guess what.
Spoiler: "What is it, Tradan?" (click to show/hide)
I WILL DRINK THE BLOOD ALL THE SAME.

At that moment, in the void, Christes' latent psychic powers connected her with her former lover. She shreked out loud in horror.

"What is it?" asked the telepath.

"It's Tradan....he's....he's in some kind of.....psychopathic berserker martial trance bloodlust!"

.....

"Oh."

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 01:41:44 am**

that is why YOU let me extract the microcline and free tradan from that mircocline-cluster-fuck

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Beanchubbs** on **January 17, 2010, 01:50:01 am**

I say you leave the microcline monster alone, capture a whole siege of elves, and through them into the pit with it.
Profit ???

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 17, 2010, 01:53:19 am**

The Slaughtering Slaughteryness of Slaughtertude

Queen Urist wanted the creature dead. But she still wanted to fight fair. So she sent two marksdwarves in. She thought sending the squadleader Lord Lego in would be overkill. How could it possibly take three dwarves to kill that thing? It's only size 30,000!

Anyways, Cheddarius and Xanthius were there, and here is there fate, recorded for all to see...

<http://mkv25.net/dfma/movie-1924-microclinemonster> (<http://mkv25.net/dfma/movie-1924-microclinemonster>)

The two marksdwarves did not have the wrestling ability to dodge the beasts jaws. When they had fallen Urist ordered Lord Lego to finish the beast off, for the beast was tired and Lord Lego was a legendary wrestler in steel armor.

Lord Lego had survived death once. Here is his second less successful attempt.

<http://mkv25.net/dfma/movie-1925-lordlegodiesagain> (<http://mkv25.net/dfma/movie-1925-lordlegodiesagain>)

With that, Urist orders Akhier into the breach, but as the gates are opened, Akhier wanders off to go get some booze or something. With the gates opened, and no one to block his path, the Beast of Microcline enters the fortress!!!

Huesoo the newly arrived Hammerer is there to stop the now wounded and crippled beast. He swings and misses, the beast runs upstairs to get away from the dwarves. Huesoo follows...and behind him rushes Akhier and Lord Dullard's entire squad of men...

<http://mkv25.net/dfma/movie-1926-microclinedeath> (<http://mkv25.net/dfma/movie-1926-microclinedeath>)

Spoiler (click to show/hide)

The Beast of Microcline killed 6 dwarves outright, plus 3 through terror and starvation, and also, he killed a horse. He singlehandedly killed about one fifth of our fortress population. I'd say that was a pretty successful terror spree.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 01:57:04 am**

THE WORST THING YOU CAN DO IS HOG THE MIRCOLINE MONSTER AND WAIT FOR HIM TO THROW ALL HIS MIRCOLINE AT YOU
oh well , off to take all that mircoline away , and see tradan in hospital

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 01:59:04 am**

oh , and i am the fastest , when didn't you use me to fight the monster????!!?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 17, 2010, 02:01:15 am**

Touché.

Ohboyohboy, I can't wait to see what hell I land in this time!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 02:04:35 am**

you are sure to get teleported , or maybe you ain't dead yet and waiting for me to extract all that mircoline stuck on you

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 17, 2010, 02:06:34 am**

I'd be plum supriised if my body was actually inside the beast's rock shell because Armok thought it'd be hilarious.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 17, 2010, 02:15:43 am**

lol.

That beast is effective.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 02:40:24 am**

its just magical force holding all that mircoline on you!

freaking dumbass

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 17, 2010, 03:24:31 am**

Tradan, if you really are inside that thing, I really hope you can handle some -serious- chafing.
Seriously, being inside that thing whould prolly be a hell in itself. :-\

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 17, 2010, 04:01:49 am**

hes inside it , armok smashed him with so much microline it stuck to him

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Innominate** on **January 17, 2010, 04:24:22 am**

I think having your arm ripped off by an impossibly huge microcline monster is a good way to go. 30,000 in size and still only one tile.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **January 17, 2010, 07:57:50 am**

Rats, could I have a Swordsdwarf?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **January 17, 2010, 12:47:16 pm**

Dang. One brief mention of my name, only to die immediately to a massive rock golem...

Could I apply for a new marksdwarf, Cheddarius, male?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **January 17, 2010, 01:06:19 pm**

Aw, couldn't you have put me fully armed and armored in masterwork addy against it?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 17, 2010, 04:13:15 pm**

So, is my dwarf still smelting globs?
Or did he get smelted into a glob by the microline's rampage?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 18, 2010, 01:17:01 am**

when will i be mentioned in teh story? thx

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **The Architect** on **January 18, 2010, 07:49:45 am**

Read and enjoyed. Got my ire up with the out-of-place heresy, but whatever it's your thread. Good story.

If you didn't have less than 50 dwarves and dozens of forum readers clamoring for incarnations I might ask for someone. As it is, I'll leave it to your discretion whether you need another participant to keep track of.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **January 18, 2010, 03:25:44 pm**

I'm sure Moose is living a life of ease and luxury. Has she found any romantic interests?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 21, 2010, 01:28:58 am**

TREED NERCO

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **The Architect** on **January 21, 2010, 01:32:37 am**

Quote from: Ze Spy on January 21, 2010, 01:28:58 am
TREED NERCO

...thread... necro? After 33 and a half hours?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 21, 2010, 01:37:21 am**

Well, when you ´re waiting for something good... Then 33 hours is a long time...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Aldaris** on **January 21, 2010, 04:58:46 am**

So I just came back to this thread and saw my name on the scroll of life.
...Baroness? *Really?*
And I'm still alive?
What trickery is this?!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **January 21, 2010, 06:05:05 pm**

Im apparently still alive, just doing boring things :I

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Tradanbattlan** on **January 21, 2010, 08:06:53 pm**

It's okay Eagle.
At least you havent died twice.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 22, 2010, 01:19:14 am**

Tradan, don't worry, I'm sure your soul is with armok now again =D
I'm not even dorfed yet, though since updates are coming slow, I guess I won't be for a while.

However, the story is awesome! =D so no worries, eh?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 26, 2010, 09:59:29 pm**

Quote from: Huesoo on January 17, 2010, 07:57:50 am
Rats, could I have a Swordsdwarf?

You sure you dont want to be the next Armok worshipping Hammerer again? I dont have anymore military dwarves available.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 26, 2010, 10:02:35 pm**

Quote from: Cheddarius on January 17, 2010, 12:47:16 pm
Dang. One brief mention of my name, only to die immediately to a massive rock golem...

Could I apply for a new marksdwarf, Cheddarius, male?

But the death in battle guarantees a tomb in the Dwarven Valhalla Cave! Only the dead have any honor in this world!

Im out of marksdwarves....want to be the next Armok worshipping Tax Collector (I kill all others)?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 26, 2010, 10:06:07 pm**

Quote from: Akigagak on January 17, 2010, 01:06:19 pm
Aw, couldn't you have put me fully armed and armored in masterwork addy against it?

Actually, Lord Akigagak Citylancers, the Romantic Flayer happened to get credit for the kill.

The Beast of Microcline earned a name before it died. It was Spinmountains, the Winter of Halls. It's pretty fitting, since he died in a hall.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **The Architect** on **January 26, 2010, 10:09:39 pm**

Pardon me for asking the obvious question, no doubt on every reader's mind: in what season?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **January 26, 2010, 10:11:13 pm**

Quote from: MrGimp on January 26, 2010, 10:06:07 pm

Quote from: Akigagak on January 17, 2010, 01:06:19 pm

Aw, couldn't you have put me fully armed and armored in masterwork addy against it?

Actually, Lord Akigagak Citylancers, the Romantic Flayer happened to get credit for the kill.

The Beast of Microcline earned a name before it died. It was Spinmountains, the Winter of Halls. It's pretty fitting, since he died in a hall.

Excellent. No beast of microcline can best the Lord of Bondage.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 26, 2010, 10:14:14 pm**

Quote from: The Architect on January 18, 2010, 07:49:45 am

Read and enjoyed. Got my ire up with the out-of-place heresy, but whatever it's your thread. Good story.

If you didn't have less than 50 dwarves and dozens of forum readers clamoring for incarnations I might ask for someone. As it is, I'll leave it to your discretion whether you need another participant to keep track of.

New dwarves are allowed, I dont have any military dwarves available though. I dont seem to get any migrants ever either. I've even abandoned and started new fortresses, and they get migrants...so its not broken. I guess once your fortress has seen nearly 400 deaths, people just dont wanna live there anymore. You can be one of the craftsddwarves or woodcutters or something.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 26, 2010, 10:14:47 pm**

Quote from: The Architect on January 26, 2010, 10:09:39 pm

Pardon me for asking the obvious question, no doubt on every reader's mind: in what season?

Summer....but it was still the winter of his life in that hall.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **The Architect** on **January 26, 2010, 10:15:26 pm**

Have you tried goofing around with the population caps?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 26, 2010, 10:26:42 pm**

Sorry for the lack of depth of some (most) of the characters. I cant give everyone a bright spotlight. I originally was just going to follow the armok worshippers. But other dwarves had funny or horrible stories, so I followed that too....then we had hermits in caves, rebellions, civil wars, a couple of lovers stuck in another dimension....you know, the normal elements of epic storytelling. ;D

But yeah I cant follow every single dwarf...especially these days. And I cant guarantee every dwarf will have something interesting happen to them before they die....especially if you get a dwarf now. The story may end as soon as Toady releases the next version that will be incompatible with the save. I had originally planned for Urist to have given birth before I ended the story....but even with dwarf companion and tweak I cannot get her pregnant. I'm impotent. :'(

So....I'm probably going to just try to finish the pyramid, the walls, and the underground stuff for adventure mode, then end the story some way. It'll still probably take 10 dwarf years. But yeah....the end is nigh...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **January 26, 2010, 10:27:20 pm**

Quick map update/Eagle update please? :]

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 26, 2010, 11:13:09 pm**

Quote from: Eagle on January 26, 2010, 10:27:20 pm

Eagle update please? :]

The life of a hermit is not one of action and adventure. You spend most of your time watching the Tower Caps grow. When 5 or 6 have reached maturity, you chop them down, make charcoal out of them, then smelt limonite. You've been doing that for a while now.

Very recently (as in, just a few minutes ago) you have taken up a new routine. You will now chop tower caps, then make charcoal, then smelt iron spears. You're making a lever activated spike repeater for impregnable hermit cave defense!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **January 27, 2010, 01:18:28 am**

Excellent! But there needs to be magma! I must dig many secret tunnels everywhere, if only to occupy myself.

EDIT: actually, looking at the old map, theres enough space in that mountain for a decent sized fort.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **January 27, 2010, 02:14:38 am**

You could always occupy Eagle by modding in a reaction to produce 1000 adamantine wafers from any stone, and then having him craft an army of statues to line a massive, trap-filled hallway...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 27, 2010, 03:19:51 am**

Quote from: Cheddarius on January 27, 2010, 02:14:38 am

You could always occupy Eagle by modding in a reaction to produce 1000 adamantine wafers from any stone, and then having him craft an army of statues to line a massive, trap-filled hallway...

WHAT

THE

FUCK?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 27, 2010, 03:21:26 am**

Seriously, as greedy as dwarves are, they should flock to that place JUST because of the massive riches you have created!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **January 27, 2010, 11:26:28 am**

And then in the main fortress you could create a long hallway with alternating up/down bridges (with a huge 10-z chasm under them), and make a legendary bedroom/dining room with a lever connected to all the bridges. Lock someone in, throw in food/booze every once in a while, and have him pull the lever constantly, dooming every dwarf who ventures near.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **January 29, 2010, 02:08:32 pm**

Urist maintained calm after the Beast of Microcline's death. Yet another Armok worshiping hammerrer had been struck down. She had been happy to rid herself of these pesky military dwarves, armed threats to her rule as they were. Only Lord Dullard's squad the Held Lances was deemed worthy of survival, along with the mighty champion Akigagak, and the Queen's personal bodyguard MadMonkey24. The value of the former rebel Jazz's life was still being debated in the Queen's mind, although outwardly no one knew of her ongoing calculations.

Calm settled back into the fortress. The Queen wondered why Armok would send a monster to tear through her fortress...but at least several people had died. That was always a good thing.

And the deaths marked yet another year in Blockedlance...

PS: 142polis Rifotkubuk. "Blockedlance"6th Granite. 241. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		13850086*		Population:		48							
Weapons:		592051*		Miners		3				Champions		11	
Armor and Garb:		686936*		Woodworkers		2				Axe Lords		None	
Furniture:		2923033*		Stoneworkers		1				Swordsdwarves		None	
Other Objects:		2987752*		Rangers		None				Swordmasters		None	
Architecture:		3517351*		Metalsmiths		2				Hacedwarves		None	
Displayed:		3000237*		Jewelers		1				Hace Lords		None	
Held/Worn:		132726*		Craftedwarves		6				Hammerdwarves		None	
Imported Wealth:		2554633*		Nobles/Admins		10				Hammer Lords		None	
Exported Wealth:		321867*		Peasants		None				Speardwarves		None	
Food Stores:		18368		Children		None				Spearmasters		None	
Heat		32		Fishery Workers		None				Marksdwarves		None	
Fish		10		Farmers		11				Elite Mrksdurvs		None	
Plant		387		Engineers		1				Wrestlers		None	
Seeds		538		Trained Animals		A		None		Elite Wrestlers		None	
Drink		8733		Other Animals		A		31		Recruits		None	
Other		8668											

It was Spring 241 now. Our butcher has been dead for many years now, and the horses are starting to breed out of control. Soon they will outnumber their stout dwarven masters, and tower over them like neighing hay-eating beasts.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Moose Fisher** on **January 29, 2010, 02:54:42 pm**

I propose a mass slaughter. Armok would be pleased if large quantities of blood could rain down on key areas of the temple/fortress.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **The Architect** on **January 29, 2010, 04:17:00 pm**

I believe the best effect could be achieved by dropping them several levels into 1 z-level of flowing water, so that you could have a nice river of blood look.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **January 29, 2010, 09:10:35 pm**

oh shi-

when is the next one coming?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **addictgamer** on **January 30, 2010, 01:39:40 am**

This is looking grim for the cruel pet owners.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **January 30, 2010, 03:41:18 am**

Kill the beasts = tantrum spiral = BLOOD FOR THE BLOOD GOD!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **February 01, 2010, 07:48:18 am**

ocren

bonus points if you know what i sayin'

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **filiusenox** on **February 01, 2010, 12:05:07 pm**

You are saying the word necro.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **February 02, 2010, 01:03:51 am**

i was saying nerco

bonk

and hey , WHY HAZENT THIS THREED UPDATAD?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Akigagak** on **February 02, 2010, 08:37:28 am**

Because lag and fucktard bosses?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **February 05, 2010, 03:38:52 am**

dump

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **February 05, 2010, 10:02:11 am**

He'll update when he updates. Annoying him likely won't speed anything up, and I would guess that he has life things to deal with, which are, frankly, more important than entertaining you.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **HAMMERMILL** on **February 07, 2010, 10:34:47 pm**

Guy generated 100 pages, thats an achievement

Not 1000 dead dwarves, but I've been following Mr. Gimp's story here since when eh, page 17 was posted I guess.

It'd suck if he died in a car accident or something. He's an excellent writer.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **gumball135** on **February 08, 2010, 03:19:01 pm**

Quote from: HAMMERMILL on February 07, 2010, 10:34:47 pm
It'd suck if he died in a car accident or something.

Wow. That was... Morbid :D

Anyways, I finally got through the story. BRILLIANT! I laughed the whole way through, from the bearded sith lord pictures of Urist, to the trickery of Mogror, to the Quarcaine drug dealing. Just brilliant :) Mind if I have a dwarf? Anyone will do.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **CuteEmoBoyx** on **February 13, 2010, 10:42:24 pm**

Hi Grim just wondering if i could have a dwarf also great story. ^.^ ill give the info of my characters if u let me have one ^.^

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **The Architect** on **February 13, 2010, 10:59:06 pm**

I would guess this thing is about finished. Hope everyone enjoyed it!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Khamero** on **February 14, 2010, 02:22:35 am**

It sure seems so, either that or MrGimp had a bad couple of weeks and will be -right- on track soon enough... Thats what I keep telling myself anyhow...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **CuteEmoBoyx** on **February 14, 2010, 08:04:20 am**

Well i still think it still going cause his last post was on Jan 29 2010 and were only Feb so ya. maybe his working hard or something also pyramid in story isn't done yet ^.^

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Ze Spy** on **February 17, 2010, 07:17:58 am**

i guess gimp faced the common problem

COMPUTER ERRO- wait , no , i mean someone just threw a wench into the plans of gimp , i bet his fortress got hit by elven fireballs , or hes writing it right now

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **February 17, 2010, 10:51:39 am**

Huh, I think real life is a pretty big asshole, keeps Mr.Gimp from writing and isnt afraid of making me face reality.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Calibur** on **February 17, 2010, 02:46:48 pm**

Just read all 101 pages. Although it seems finished, what an entertaining read and one of the better ways to spend an afternoon!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 20, 2010, 03:32:13 pm**

Chapter #12 - Chapter of Belated Updates

"Gee this pyramid is taking a long time to build..." though the Queen to herself as she stared at the massive hollow edifice. It was almost as if the pyramid was hanging their, suspended in space time. In fact...now that she though of it...she hadnt really been doing much lately but sit in her throne room. Time seemed to just drag on.

Hmmph...oh well.



On with 241.

The year dragged on forever and a day. It took months for anything to get done on the pyramid. The Stonecutters had to repeatedly go down below and mine more dolomite. The stone stockpiles were growing mighty sparse. It was an amazing achievement...never before seen by any fortress in Sil Gomath. These dwarves were actually running out of stone.

In her frustration and her ADHD, Queen Urist shifted the attention of the Stonecutters towards building a great outer wall for the temple. The palisade wall had long been torn down and a ditch for a moat had been dug. Now the masons stacked diorite along the inner edges of the empty moat.

In their labors, Queen Urist accidentally worked one of the dwarves to death.

Asob Duradkulet. Stonecutter has died from thirst.

Bah! He was just some nameless heathen. It was odd though. The Queen was absolutely bewildered how a dwarf could die of thirst here in a fortress flowing with running rivers, several wells, many murky pools, and storerooms overflowing with all kinds of booze.

Investigative teams were organized to figure out if poor old Asob had gotten ledged up or boxed in somewhere. But after months of fruitless searching, and with no obvious miasma clouds, Urist shrugged and figured he had been buried.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 20, 2010, 03:38:45 pm**

Winston Smith hauled stone. Stone was life. He was required to repeat that phrase throughout the working day. But lately, it wasn't lifting his spirits the way it used to.

Poor Asob had died, but Winston had to carry on. He chiseled Asob's name off the big stone tablet of life, turning him into an unperson.

"Goodbye Asob. You were a good hauler, and a good friend. I learned a lot from you..."

Winston Smith. Mistemstagshil. Stonecutter is more experienced

With that, Winston turned and headed back to his stone hauling.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **February 20, 2010, 03:41:25 pm**

Woo

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **gumball135** on **February 20, 2010, 03:44:03 pm**

Good to see you're back :)

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 20, 2010, 03:46:00 pm**

Human, elven, and dwarven traders came to Blockedlance, but Urist turned them all away. Her hermetic nature was reasserting itself, and she was refusing all outsiders. She did not desire any trinkets or baubles. She had her hands full with the business of running her fortress.

Her lover the Duke had taken a shining towards Billon. He kept demanding Billon crafts and goblets.



Urist kinda felt she had spoiled this bastard plenty. Afterall, what more did he deserve if he wasnt going to produce an heir for her? Oh well...she ordered the billon goblets anyways. It was a nice change of pace from the fine pewter goblets the Grand Duchess always demanded.

At the end of the year, with still no baby in her belly, and no cap to the pyramid, Urist reinvigorated herself by ordering a clear cutting of the entire surface level of the fortress. It had been years since the last good clear cut...and it was mighty overdue.



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 20, 2010, 04:07:26 pm**

Quote from: gumball135 on February 08, 2010, 03:19:01 pm
Quote from: HAMMERMILL on February 07, 2010, 10:34:47 pm
It'd suck if he died in a car accident or something.

Wow. That was... Morbid :D

Anyways, I finally got through the story. BRILLIANT! I laughed the whole way through, from the bearded sith lord pictures of Urist, to the trickery of Mogror, to the Quarcaine drug dealing.
Just brilliant :) Mind if I have a dwarf? Anyone will do.

Luckily I have not died, from a car crash or any other form of death.

Yes you may have a dwarf. I have a couple nobles open. Want to be one of the Grand Duchess' daughters?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 20, 2010, 04:08:53 pm**

Quote from: CuteEmoBoyx on February 13, 2010, 10:42:24 pm

Hi Grim just wondering if i could have a dwarf also great story. ^.^ ill give the info of my characters if u let me have one ^.^

Sure you can have a dwarf. I cant really fulfill any zany plot schemes though.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Chaoseed** on **February 20, 2010, 04:33:04 pm**

Welcome back, MrGimp. :D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **gumball135** on **February 20, 2010, 04:49:07 pm**

Quote from: MrGimp on February 20, 2010, 04:07:26 pm

Quote from: gumball135 on February 08, 2010, 03:19:01 pm

Quote from: HAMMERMILL on February 07, 2010, 10:34:47 pm

It'd suck if he died in a car accident or something.

Wow. That was... Morbid :D

Anyways, I finally got through the story. BRILLIANT! I laughed the whole way through, from the bearded sith lord pictures of Urist, to the trickery of Mogror, to the Quarcaine drug dealing.
Just brilliant :) Mind if I have a dwarf? Anyone will do.

Luckily I have not died, from a car crash or any other form of death.

Yes you may have a dwarf. I have a couple nobles open. Want to be one of the Grand Duchess' daughters?

Sure. Call her "Jewelettarette"

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Soviet Travolta** on **February 20, 2010, 05:33:22 pm**

Quote from: Wikipedia

The use of billon coins dates from ancient Greece through the Middle Ages . During 6th and 5th century BC, some cities on **Lesbos island** used coins made of 60% copper and 40% silver. In both ancient times and the Middle Ages, leaner mixtures were adopted, with less than 2% silver content.

Don't tell the Queen, but i'm trying to build a portal to teleport myself to Lesbos Island. I cannot spend another night in this Armok cursed bed.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 20, 2010, 08:02:14 pm**

Spring 242

FPS: 136olis Rifotkûbuk. "Blockedlance"										3rd Granite. 242. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth: 14062730*										Population: 49									
Weapons:		609551*		Miners		 3		Champions		 11									
Armor and Garb:		684403*		Woodworkers		 2		Axe Lords		 None									
Furniture:		2956877*		Stoneworkers		 1		Swordsdwarves		 None									
Other Objects:		3001930*		Rangers		None		Swordmasters		 None									
Architecture:		3588502*		Metalsmiths		 2		Hucedwarves		 None									
Displayed:		3067780*		Jewelers		 1		Hace Lords		 None									
Held/Worn:		153687*		Craftedwarves		 5		Hammerdwarves		 None									
Imported Wealth:		2551922*		Nobles/Admins		 12		Hammer Lords		 None									
Exported Wealth:		321867*		Peasants		 None		Speardwarves		 None									
Food Stores:		17472		Children		 None		Spearmasters		 None									
Meat		None		Fishery Workers		 None		Marksdwarves		 None									
Seeds		517		Farmers		 11		Elite Mrksdurvs		 None									
Fish		None		Engineers		 1		Wrestlers		 None									
Drink		7744		Trained Animals		A None		Elite Wrestlers		 None									
Plant		369		Other Animals		A 8		Recruits		 None									
Other		8842																	

The pyramid has now completely stalled. Mogror Harbett is beside himself with grief over not being able to complete his grand masterpiece. He continues to petition the Queen for more dolomite, but every time some dolomite is mined out, it gets used up instantly and the pyramid is not even an inch taller.

Work has begun on mining out the Dwarven Valhalla Cave. This will certainly yield lots of diorite (and gold) which will help the construction of the outer wall, but will do nothing for the pyramid.

Our last Orthoclase has been turned into crafts and mechanisms. All thats left now is some talc and mounds of microcline. Our craftsdwarf turns his skills upon the microcline as the talc is laid onto the floors of the temple bedrooms. Operation No More Stone is a stunning success.

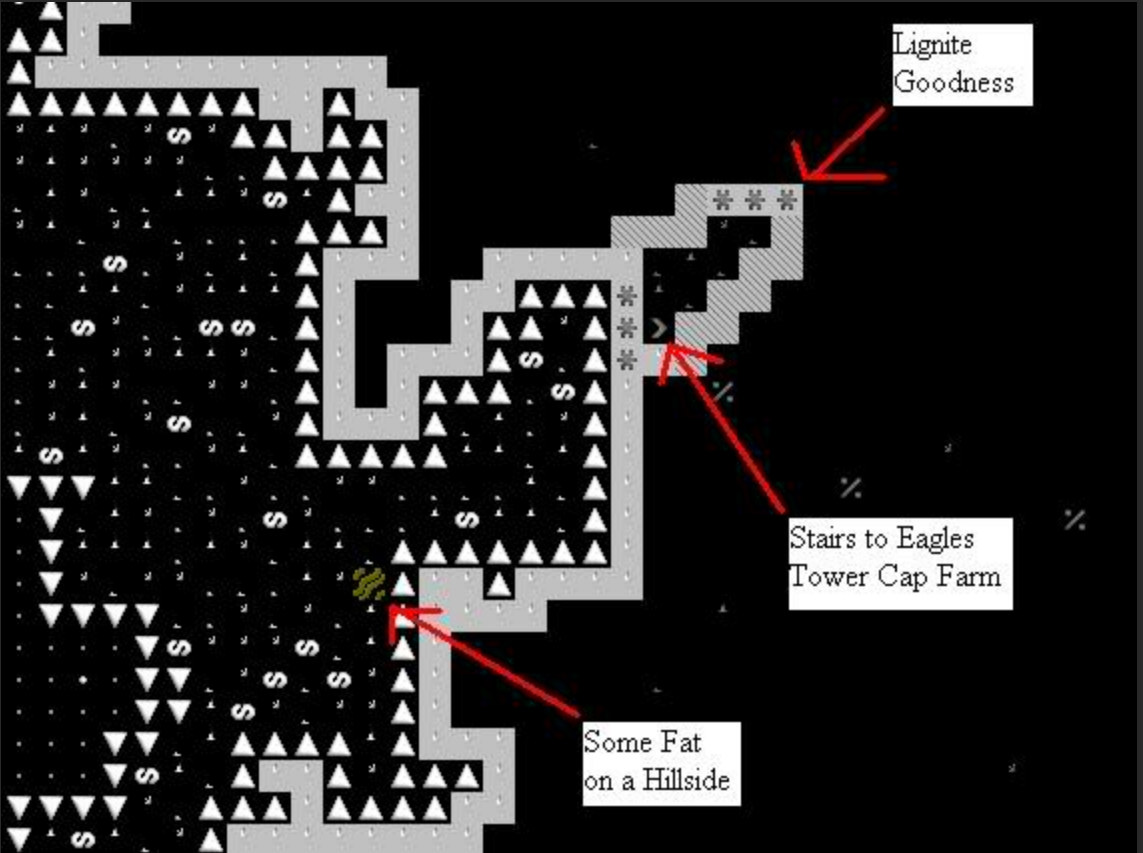
Our heathen Tax Collector has made several demands lately and has of course been ignored. Now he throws a tantrums and ruins the road in our courtyard.



Lord Akigagak has been dispatched to the courtyard n case the tax collector goes berserk.

In other news...

Eagle has expanded his cave. In a moment of brilliance he realized that a vein of lignite ran above his tower cap farm. He carved up and into the lignite, and began smelting it into coke. This would be much faster than turning tower caps into charcoal!



Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Eagle** on **February 20, 2010, 08:31:07 pm**

Heh, i laughed at the fat. Yay updates :D

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **February 20, 2010, 08:45:13 pm**

Hurray! I'm really interested in the hermit's adventures...

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **CuteEmoBoyx** on **February 20, 2010, 08:50:34 pm**

Quote from: MrGimp on February 20, 2010, 04:08:53 pm

Quote from: CuteEmoBoyx on February 13, 2010, 10:42:24 pm

Hi Grim just wondering if i could have a dwarf also great story. ^.^ ill give the info of my characters if u let me have one ^.^

Sure you can have a dwarf. I cant really fulfill any zany plot schemes though.

Ok well heres the info hehe. Also whats a zany plot?

Name: Reaper

Gender: Male or Female doesn't matter Male more though. ^.^

Profession: Record Keeper if possible witch u wont kill and if not any other profession just not in the military

Desc: He or She is dressed in a ripped Black Robe with hood with chains dragging from it also He or She is Beardless. (i know u can't have that in dwarf fortress but u can pretend ^.^)
Also He or She only works for the person with the most money and also acts mysterious and also is a thief whos acts nicely around nobles. ^.^

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 20, 2010, 10:44:36 pm**

Quote from: CuteEmoBoyx on February 20, 2010, 08:50:34 pm

whats a zany plot?

This.

Spoiler (click to show/hide)

Quote from: CuteEmoBoyx on February 20, 2010, 08:50:34 pm

Desc: He or She is dressed in a ripped Black Robe with hood with chains dragging from it also He or She is Beardless. (i know u can't have that in dwarf fortress but u can pretend ^.^)
Also He or She only works for the person with the most money and also acts mysterious and also is a thief whos acts nicely around nobles. ^.^

I made you Reaper the Beardless, Armok worshipping daughter of the Grand Duchess and Record Keeper (Hoard Master) of Blockedlance.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **February 20, 2010, 10:58:08 pm**

A-W-Er-Bu...

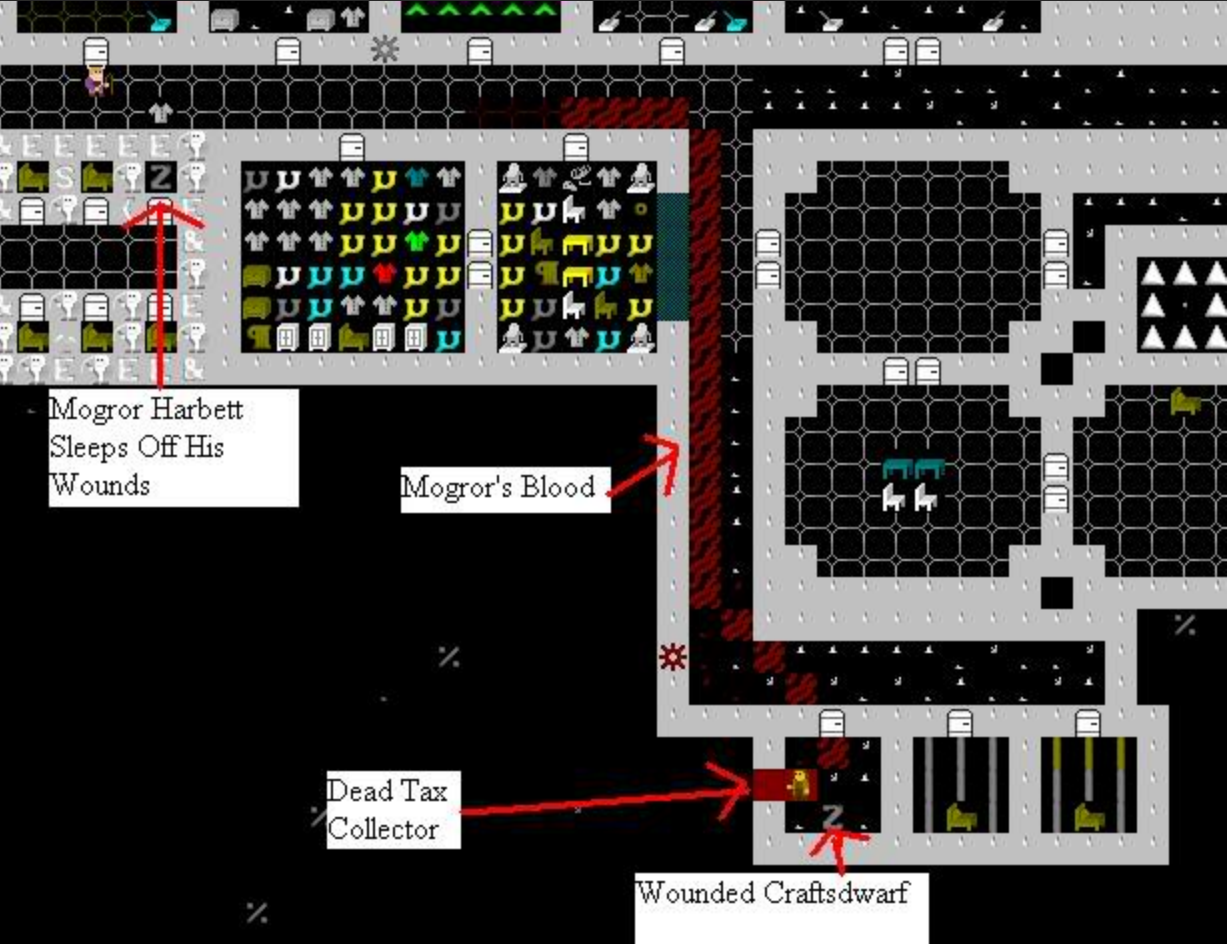
I have no words for this situation. No words at all.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 12:23:00 am**

That summer, the Stonecutters finished a new death machine. It was a simple set of rooms with spiked floors and a bed. When the first room was hooked to a lever, the Queen quickly notified the Tax Collector that he had been given a new bedroom under the temple.

When he ran to his new room to see it, he promptly received a spike to the face and fell dead.

It wouldn't have been so bad except that I was distracted, and didn't tell anyone to stop pulling the lever. The tax collector had been wearing silk, and other dwarves sought it feverishly. It was the ruin of both Mogror Harbett and the craftsdwarf that had made the Queen's artifact adamantine mug.



The wounded dwarves ran to the nearest beds. Mogror left a trail of blood behind him as he dragged himself about. Both dwarves are horribly wounded from the spikes...but it seems they will live to tell the tale.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **CuteEmoBoyx** on **February 21, 2010, 08:12:20 am**

Quote from: MrGimp on February 20, 2010, 10:44:36 pm

Quote from: CuteEmoBoyx on February 20, 2010, 08:50:34 pm

whats a zany plot?

This.

[Spoiler](#) (click to show/hide)

Quote from: CuteEmoBoyx on February 20, 2010, 08:50:34 pm

Desc: He or She is dressed in a riped Black Robe with hood with chains dragging from it also He or She is Beardless. (i know u can't have that in dwarf fortress but u can pretend ^.^)
Also He or She only works for the person with the most money and also acts mysterious and also is a thief whos acts nicely around nobles. ^.^

I made you Reaper the Beardless, Armok worshipping daughter of the Grand Duchess and Record Keeper (Hoard Master) of Blockedlance.

Ty mr Grimp ^.^

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 01:00:28 pm**

no problemo

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 01:03:34 pm**

Okay I added Jewelettarette. The Grand Duchess has only one unnamed daughter now.

Hey Cheddarius and Xanthius, you guys still wanted a guy right? (since your last guys died so qucikly)

I have no more military dwarves but there are two Armok worshipping dwarves I will give you first dibs on. They will be making their appearance in the story shortly. Give me a name and Ill give you a dude.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 01:05:33 pm**

Oh and Huesoo I didnt forget you either, I'll give you the next Hammerer, Huesoo Two!

Huesootwo?

Huesootoo?

Hoosootoo?

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Cheddarius** on **February 21, 2010, 01:09:33 pm**

Yeah, thanks! Name will be... Airag.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **Huesoo** on **February 21, 2010, 01:31:15 pm**

Huesoodos!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 02:05:36 pm**

Quote from: Huesoo on February 21, 2010, 01:31:15 pm

Huesoodos!

Huesoodos, el Hammerero Grande Mal!!!

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 02:06:18 pm**

I left my computer on all night. I'm up to the year 244. I think I should do this every night.

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 02:11:40 pm**

Ever since Urist gave Slemsvamp the title of Grand-Duchess, she has been acting ever more pretentious. Now she makes ridiculous unfulfillable demands of the peasants.

FPS: 178

'Slemsvamp' Enolasob. "'Slemsvamp' Grizzlyboards". Grand Duchess

Owned Objects: 406

Holdings:

Royal Throne Room

Royal Bedroom

Royal Dining Room

Royal Mausoleum

8 Chests

5 Cabinets

3 Weapon Racks

3 Armor Stands

Needs:

Opulent Throne Room

Grand Bedroom

Grand Dining Room

Grand Mausoleum

5 Chests

3 Cabinets

3 Weapon Racks

3 Armor Stands

Demands:

crystal glass window in Dining Room

Mandates:

Export of Fine pewter items Prohibited

Export of spears Prohibited

Title: **Re: Blockedlance - Grave of a Thousand Dwarves**
Post by: **MrGimp** on **February 21, 2010, 02:22:49 pm**

Chapter #13 - Blockedlance: The Next Generation

Oh my god!!!

Noble has given birth to a boy.

You wont believe it! I still dont believe it! But its true! An Armok worshipping child has been born in our fortress!!!!

:o ;D :P :D ;D :o 8) :)

Who are the lovely parents you might ask? Well, the father is the (reformed) heathen Stonecutter Khamero, and the mother is Jewelettarette, the Grand-Duchess' daughter!

FPS: 137	Relationships of the Noble 'Jewelettarette' Libadoltar
'Khamero' Sazirlibad. Stonecutter	Husband
Urdim Anamsazir. Baby	Only Son
'Slemsvamp' Enolasob. Grand Duchess	Mother
Nil Ledonshen. Duke Consort	Father
'Soviet Travolta' Astingtak. Duke	Older Brother
'Hoose' Dodyktangak. Noble	Older Sister
Tosid Delerlikot. Noble	Older Sister
Histēm Amidnebzuth. Noble	Older Sister
Ber Delerber Atir Shin	Deity

I don't know whether to be disappointed or proud that the next generation of Armok worshipers is going to be half-blood pagan barbarians...but I'm too happy to care!

NEW DWARVES!!!!

Heh...I didn't even see these two get married. But take a look at this family tree will ya?

FPS: 136	Relationships of Baby Urdim Anamsazir
'Jewelettarette' Libadoltar. Noble	Mother
'Khamero' Sazirlibad. Stonecutter	Father
Asmel Zolbandak. Stonecrafter	Paternal Grandmother
Tirist Okanglikot. Marksdwarf	Paternal Grandfather
'Slemsvamp' Enolasob. Grand Duchess	Maternal Grandmother
Nil Ledonshen. Duke Consort	Maternal Grandfather
'Hoose' Dodyktangak. Noble	Aunt
Tosid Delerlikot. Noble	Aunt
Histēm Amidnebzuth. Noble	Aunt
Iaush Batonral. Child	Aunt
Saxir Cerolsakrith. Child	Aunt
Ducim Inselatīs. Recruit	Aunt
'Soviet Travolta' Astingtak. Duke	Uncle
Udai Esdorshorast. Child	Uncle
Rigath Tishisimush. Child	Uncle
Fiked Netherdim. Child	Uncle
FPS: 137	Relationships of Baby Urdim Anamsazir
Degel Kolekast. Child	Uncle
Döber Nomuzmishes. Child	Uncle
Hosue Kadoiotham. Child	Uncle
Ber Delerber Atir Shin	Deity

Half this baby's aunts and uncles got slaughtered in the temple while they were still children.

The child was named Urdim. But then, in a fit of changey-mindeyness, Jewelettarette changed the baby's name to Airag. Long live

Airag!!! If the Grand Duchess and the Duke die right now, Airag would inherit both their titles (assuming medieval European style semi-salic primogeniture inheritance laws).

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **February 21, 2010, 02:38:57 pm**

Nice.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Tradanbattlan** on **February 21, 2010, 03:13:20 pm**

And, almost "ironically," they both die.
Right?
;)

Title: **Re: Blockedlance - The Next Generation**
Post by: **CuteEmoBoyx** on **February 21, 2010, 03:16:04 pm**

Quote from: Tradanbattlan on February 21, 2010, 03:13:20 pm

And, almost "ironically," they both die.
Right?
;)

Ironically Lol! but u know what would be more hilarious if it would really happen

Title: **Re: Blockedlance - The Next Generation**
Post by: **Calibur** on **February 21, 2010, 08:00:53 pm**

I forgot to ask, if there's any dwarf...no matter how minor, I can has dorf?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 21, 2010, 09:08:44 pm**

Quote from: Calibur on February 21, 2010, 08:00:53 pm

I forgot to ask, if there's any dwarf...no matter how minor, I can has dorf?

Yeah what do you wanna name him?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Calibur** on **February 21, 2010, 09:10:18 pm**

Quote from: MrGimp on February 21, 2010, 09:08:44 pm

Quote from: Calibur on February 21, 2010, 08:00:53 pm

I forgot to ask, if there's any dwarf...no matter how minor, I can has dorf?

Yeah what do you wanna name him?

Ah yeah, names. I always forget those things. Call him Calibur, or Kali. Either's good.

An Armok-worshipping sibling now pushed out the womb eh? At least there's someone to take over the (very bloodied) reins...

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 21, 2010, 09:21:41 pm**

Spring 243

FPS: 55polis RifotkŪbuk. "Blockedlance"				1st Granite. 243. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth: 14474402*				Population: 49									
Weapons: 616151*				Miners 3				Champions 11					
Armor and Garb: 683717*				Woodworkers 2				Axe Lords		None			
Furniture: 3105759*				Stoneworkers 1				Swordsdwarves		None			
Other Objects: 2945156*				Rangers None				Swordmasters		None			
Architecture: 3745507*				Metalsmiths 2				Macedwarves		None			
Displayed: 3222291*				Jewelers 1				Mace Lords		None			
Held/Worn: 155821*				Craftedwarves 5				Hammerdwarves		None			
Imported Wealth: 2534523*				Nobles/Admins 11				Hammer Lords		None			
Exported Wealth: 321867*				Peasants None				Speardwarves		None			
				Children 1				Spearmasters		None			
				Fishery Workers None				Marksdwarves		None			
Food Stores: 16581				Farmers 11				Elite Mrksdurvs		None			
Heat None		Seeds 461		Engineers 1		Wrestlers		Elite Wrestlers		None			
Fish None		Drink 7117		Trained Animals A None		Recruits		None					
Plant 381		Other 8622		Other Animals A 13									

The fortress was in a stir upon the birth of the new baby. Some of the ignorant savage peasants thought that the Queen hated babies, and would soon have this one impaled. They didn't realize that the Queen loved babies, she just hated **their** babies.

Jewelettarette's younger sister went nuts after she realized that this would put any potential children of hers back in the line of inheritance. She became so stressed out that her beard fell out. Now everyone calls her Reaper the Beardless.

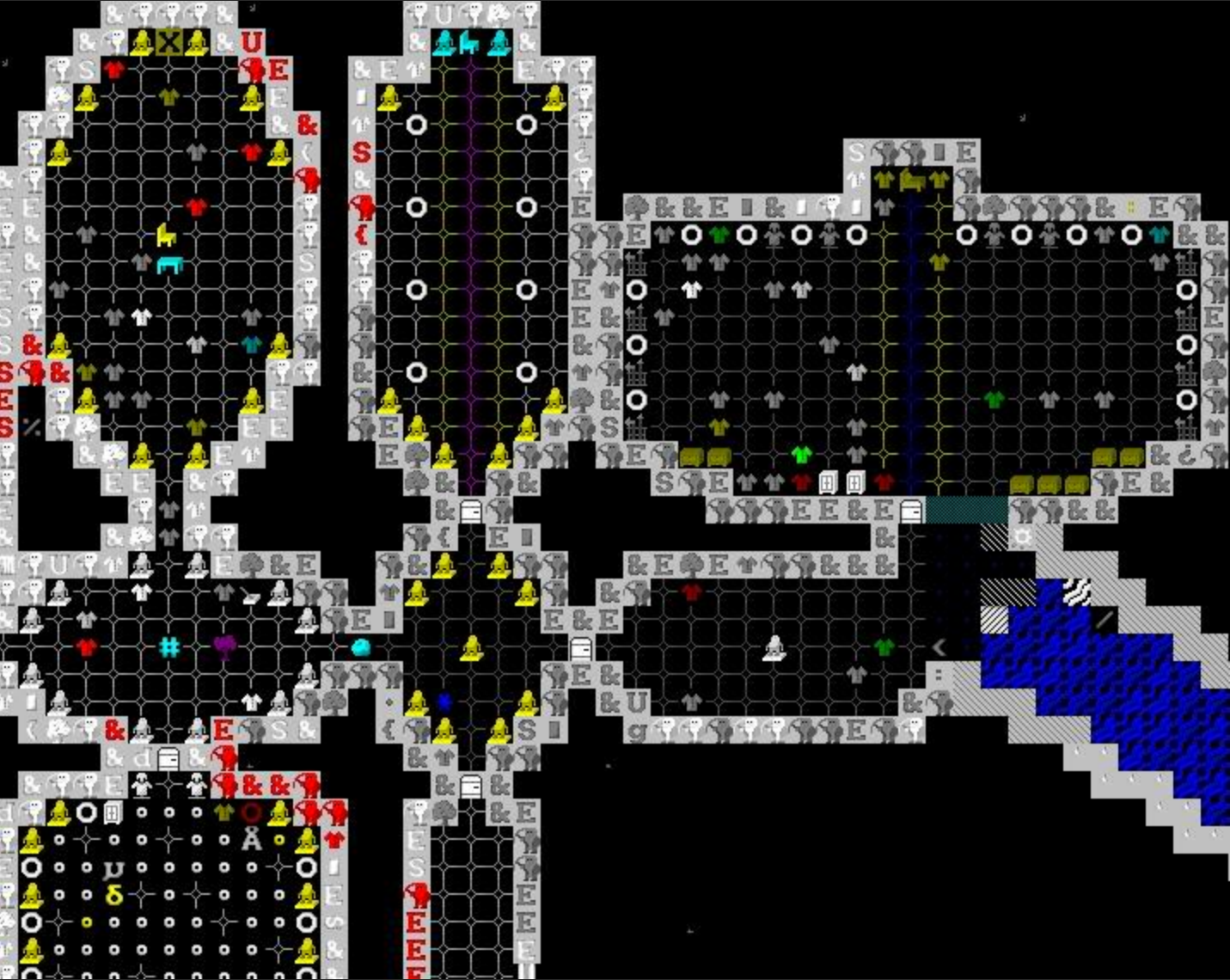
Both the Queen and the Duke eyed the new baby with **some** suspicion however. This child might potentially be motivated to kill the Queen and the Duke and take over when he is older. Only the birth of a royal heir could forestall this threat. The Queen wanted to get to humpin. But the Duke was so distant these days...

Title: **Re: Blockedlance - The Next Generation**
Post by: **CuteEmoBoyx** on **February 21, 2010, 09:29:57 pm**

That was quite a funny reason to lose a beard

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 21, 2010, 09:31:12 pm**

The Queen had many more golden statues placed in her palace. She also placed 12 in the Duke's room as a way of buttering him up for some loving. Then she threw out her old platinum throne and replaced it with a proper Adamantine throne flanked by Adamantine statues.



She also had more additions carved out in her lower level river garden, including a nice alcove behind the waterfall that her and the Duke could sit at and get wet (pun intended).

But alas, there was still no baby....except for that damn Jewelettarette, who kept rubbing her fertility in the Queen's face.

ANOTHER BABY!



Look at this spoiled bastard! Just born and already worth 2950 copper coins in wealth. Its good to be born a noble.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **February 21, 2010, 10:05:35 pm**

Moose has no need for love when Moose has Quarcain!

-snnfffffffff-

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **February 22, 2010, 06:16:51 am**

背中、gimpは、歓迎の話以降を待っている
its about time you said something about my dwarf , geez , have you forgotten him/her?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **February 22, 2010, 06:40:05 am**

Maybe you should try being less rude.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Innominate** on **February 22, 2010, 06:42:10 am**

Quote from: Akigagak on February 22, 2010, 06:40:05 am
Maybe you should try being less rude.
Craziness, that would never work!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **February 23, 2010, 01:38:40 am**

"hell is final , heaven is start"

you are at the hell route if you are crazy and rude(at least on DF and its fourm)

i am not rude anyway

Title: **Re: Blockedlance - The Next Generation**
Post by: **Christes** on **February 23, 2010, 02:54:30 am**

I just got caught up on this thread again. Glad to see I'm still chillin'

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **February 23, 2010, 06:42:54 am**

you backstabbing scumbag , popping out unsuspectedly with a quick post

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 11:08:47 am**

Quote from: Christes on February 23, 2010, 02:54:30 am
I just got caught up on this thread again. Glad to see I'm still chillin'

Yeah I got a plan for your dwarf, but I dont know if Ill get to it before the end of the story. So you'll probably just get stuck in limbo forever. :D

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 11:26:10 am**

Spring 244

FPS: 136olis Rifotkûbuk. "Blockedlance"										3rd Granite. 244. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth: 14543813*										Population: 51									
Weapons:		617651*				Miners		 3		Champions		 11							
Armor and Garb:		691628*				Woodworkers		 2		Axe Lordes		 None							
Furniture:		3114519*				Stoneworkers		 1		Swordsdwarves		 None							
Other Objects:		2981131*				Rangers		 None		Swordmasters		 None							
Architecture:		3751278*				Metalsmiths		 2		Macedwarves		 None							
Displayed:		3226794*				Jewelers		 1		Mace Lords		 None							
Held/Worn:		160812*				Craftedwarves		 5		Hammerdwarves		 None							
Imported Wealth:		2521491*				Nobles/Admins		 12		Hammer Lords		 None							
Exported Wealth:		321867*				Peasants		 None		Speardwarves		 None							
Food Stores:		15864				Children		 2		Spearmasters		 None							
Meat		None				Fishery Workers		 None		Marksdwarves		 None							
Seeds		530				Farmers		 11		Elite Mrksdurvs		 None							
Fish		None				Engineers		 1		Wrestlers		 None							
Drink		6588				Trained Animals		A None		Elite Wrestlers		 None							
Plant		356		Other 8390		Other Animals		A 16		Recruits		 None							

We started the year off right by ending that tax collectors stupid mandate for stupid things.

Melbil Thobartob. Tax Collector's mandate has ended.
Melbil Thobartob. Tax Collector has been impaled on spikes

Then we unloaded our pagan hammerer as well!

Lyr Azzininush. Hammerer has been impaled on spikes.

These new trap rooms are great, now that I worked out the kinks in not getting other dwarves impaled. It's a LOT less time consuming than the starvation rooms I used to herd the tax collectors and hammerers into. It's also a lot more entertaining.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 11:39:55 am**

Another baby!

Jewelettarette' Libadoltar. Noble has given birth to a boy.

The cries of infants echo down the halls for the first time in decades. Yet for the Queen, it is not unpleasant. These children will be the stock of a new dwarven race....provided she secures an heir of course. Otherwise, these spoiled brats will off her in a second once their older.

Oh well...no time to worry about such things. A Woodworker has gone fey!

Deduk Otungkikrost. Woodworker is taken by a fey mood!

Unfortunately, he required shell. And since we havent traded with outsiders in several years, we dont have any shell at all. Lord Akigagak was sent to do the honors.

Otungkikrost. Woodworker cancels Strange Hood: Went insane.
Otungkikrost. Woodworker has gone berserk!
Otungkikrost. Woodworker has been struck down.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 11:47:22 am**

We're speeding along at a solid 30 - 40 FPS. Plus I run the game at night while I sleep.

Spring 245

FPS: 128olis Rifotkūbuk. "Blockedlance" 13th Granite. 245. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		14753149*		Population:		49							
Weapons:		618851*		Miners		 3		Champions		 11			
Armor and Garb:		712625*		Woodworkers		 1		Axe Lord		 None			
Furniture:		3174519*		Stoneworkers		 1		Swordsmarves		 None			
Other Objects:		2972162*		Rangers		 None		Swordmasters		 None			
Architecture:		3818685*		Metalsmiths		 2		Macedwarves		 None			
Displayed:		3287047*		Jewelers		 1		Mace Lords		 None			
Held/Worn:		169260*		Craftsdwarves		 5		Hammerdwarves		 None			
Imported Wealth:		2500606*		Nobles/Admins		 10		Hammer Lords		 None			
Exported Wealth:		321867*		Peasants		 None		Speardwarves		 None			
Food Stores:		15182		Children		 3		Spearmasters		 None			
Meat		None		Fishery Workers		 None		Marksdwarves		 None			
Seeds		565		Farmers		 11		Elite Mrksdwrvs		 None			
Fish		None		Engineers		 1		Wrestlers		 None			
Drink		6141		Trained Animals		A None		Elite Wrestlers		 None			
Plant		348		Other Animals		A 25		Recruits		 None			

We're nearing 15,000,000 dwarfbucks in wealth. We're slowly running out of booze. We had 8000 units not too long ago. Now we have only 6141. Apparently one novice brewer is not enough for 49 dwarves.

Or should I say 50?

Yes, although the recent fey mood and berserk suicide charge brought us down to 49 dwarves, the lovely and fertile Jewelettarette has plopped out another baby boy!

Jewelettarette Libadoltar Noble has given birth to a boy.

That makes four Armok worshipping toddlers! Woo!

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **February 23, 2010, 12:01:20 pm**

Hmm. May I have him? Call him what you like, even his original name.

Title: **Re: Blockedlance - The Next Generation**
Post by: **gumball135** on **February 23, 2010, 12:06:19 pm**

Good to see my gal is doing her duty.
What are your 'end' conditions for the story? I mean, apart from the next version being released.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **February 23, 2010, 12:08:46 pm**

I'm just securing my place for when this inevitably moves to the new version, and only the young Armok-worshippers survive. Only 7 of them... 8)

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **February 23, 2010, 12:11:53 pm**

Maybe he makes humans and elf super strong, saying that there tired of his crazy dwarf shit and they send there best units.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 12:47:34 pm**

Okay the four children are claimed now I suppose.

Airag is the eldest.

I'll give Xanthius the second one even though he hasnt posted. Ill name the second eldext son Xanthius 2.0!

Calibur is the third eldest.

And the last will be the architect. I'll name him Imhotep, after the original architect!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 12:55:57 pm**

Quote from: gumball135 on February 23, 2010, 12:06:19 pm
Good to see my gal is doing her duty.
What are your 'end' conditions for the story? I mean, apart from the next version being released.

Well I had many hopes for where I'd be by the end. But as far as the bare minimum acceptable end conditions, I really just need to finish (start) the adventure maze and traps for some adventure mode fun. Then I need to build a tomb and kill Urist.

If the story could last till 274 the queen would have a chance of dying naturally. By 304 she would be guaranteed death.

She'll probably have to die long before then though.

One of Jewelettarette's kids will probably off her and proclaim themselves Caesar. Or maybe Jewelettarette;s older sisters will have a kid and they'll off the Queen? I made a mistake earlier, Reaper the Beardless isn't Jewelettarette's younger sister, shes older. So if Reaper has a kid she can still pawn that kid off as a legitimate heir. Or Reaper's other two sisters can do the same thing. Jewlettarette is the youngest, so her position and the position of her offspring is still precarious.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 12:56:46 pm**

Quote from: Huesoo on February 23, 2010, 12:11:53 pm
Maybe he makes humans and elf super strong, saying that there tired of his crazy dwarf shit and they send there best units.

Even an army of the strongest units I can edit in would not be strong enough!

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **February 23, 2010, 01:35:41 pm**

Imhotep rises again!

Or something like that. I was thinking: with the current state of your military, wouldn't 50+ superhumans be enough? It may take more than one siege, but with speed and size modded I would expect them to roll through the fort.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **February 23, 2010, 01:41:55 pm**

[Spoiler](#) (click to show/hide)
SPESS MEHREENS



would be able to take out their forces, but in all seriousness how do you think youll be able to kill her?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Calibur** on **February 23, 2010, 01:46:31 pm**

Man, that woman sure is popping out babies everywhere at an alarming rate. Armok: God of Blood, with a minor degree in Accelerated Childbirth!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 03:11:20 pm**

[Quote from: The Architect](#) on February 23, 2010, 01:35:41 pm

Imhotep rises again!

Or something like that. I was thinking: with the current state of your military, wouldn't 50+ superhumans be enough? It may take more than one siege, but with speed and size modded I would expect them to roll through the fort.

Dont let numbers fool you. Those eleven military dwarves I have could each singlehandedly lay waste to entire civilizations. I bet that Lord Akigagak could lay waste to an entire world. These dwarves dont even fear marksmen. They are too agile and too quick with their shields. The only reason I stopped the gobbos and elves from sieging was to stop cluttering the fortress and running the FPS down to zero.

All enemy units do is add experience points to my troops making them even more uber.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 03:12:52 pm**

[Quote from: Huesoo](#) on February 23, 2010, 01:41:55 pm

[Spoiler](#) (click to show/hide)
SPESS MEHREENS



would be able to take out their forces, but in all seriousness how do you think youll be able to kill her?

I dont know....

We'll find out together! ;D

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **February 23, 2010, 03:15:54 pm**

Didn't the fireball elves cause some casualties? If so, it was probably by burning the entire forest down, but didn't they manage to kill a named dwarf?

Is my dwarfs kills in the thousands after all this time?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 03:21:30 pm**

Here is a shot of the weird looking temple in life vis again. You can see the first layer of the outer wall has been set down. Then there is the ditch for the future outer moat.



Also, I uploaded a map of the entire fortress as of Late Spring to the Map Archive. I havent updated the points of interest from the 234

map to the 245 map, but its basically the same.

The Dwarven Valhalla Cave has been expanded, but is still in it's early days.

http://mkv25.net/dfma/map-8102-blockedlance (http://mkv25.net/dfma/map-8102-blockedlance)

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 03:21:56 pm**

Quote from: Akigagak on February 23, 2010, 03:15:54 pm

Didn't the fireball elves cause some casualties? If so, it was probably by burning the entire forest down, but didn't they manage to kill a named dwarf?
Is my dwarfs kills in the thousands after all this time?

Nah just the hundreds.

Title: **Re: Blockedlance - The Next Generation**
Post by: **CuteEmoBoyx** on **February 23, 2010, 05:35:37 pm**

Quote from: MrGimp on February 23, 2010, 12:55:57 pm

One of Jewelettarette's kids will probably off her and proclaim themselves Caesar. Or maybe Jewelettarette;s older sisters will have a kid and they'll off the Queen? I made a mistake earlier, Reaper the Beardless isn't Jewelettarette's younger sister, shes older. So if Reaper has a kid she can still pawn that kid off as a legitimate heir. Or Reaper's other two sisters can do the same thing. Jewlettarette is the youngest, so her position and the position of her offspring is still precarious.

Im all mixed in the sister thing now Lol ^.^

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **February 23, 2010, 07:15:00 pm**

Moose orders a mandate!

Dwarven Husband 0/1

I want in on the baby competition.

Title: **Re: Blockedlance - The Next Generation**
Post by: **CuteEmoBoyx** on **February 23, 2010, 07:30:11 pm**

Quote from: Moose Fisher on February 23, 2010, 07:15:00 pm

Moose orders a mandate!
Dwarven Husband 0/1
I want in on the baby competition.

your always talking in the third person why?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 09:49:19 pm**

Quote from: CuteEmoBoyx on February 23, 2010, 05:35:37 pm

Quote from: MrGimp on February 23, 2010, 12:55:57 pm

One of Jewelettarette's kids will probably off her and proclaim themselves Caesar. Or maybe Jewelettarette;s older sisters will have a kid and they'll off the Queen? I made a mistake earlier, Reaper the Beardless isn't Jewelettarette's younger sister, shes older. So if Reaper has a kid she can still pawn that kid off as a legitimate heir. Or Reaper's other two sisters can do the same thing. Jewlettarette is the youngest, so her position and the position of her offspring is still precarious.

Im all mixed in the sister thing now Lol ^.^

Jewelettarette is the youngest. Reaper the Beardless is next eldest. Then theres and unnamed dwarf. Then Moose is the oldest.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 23, 2010, 09:52:56 pm**

Quote from: Moose Fisher on February 23, 2010, 07:15:00 pm

Moose orders a mandate!
Dwarven Husband 0/1
I want in on the baby competition.

You have shared a room with Baron von Montague for many years now. But no nookie.

Reaper the Beardless had originally been given to Mogrор as a pleasure slave, but I guess he's bored with her, too.

Relationships just dont become very permanent here at this fortress. It's a very liberal bunch of dwarves. And very picky.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **February 24, 2010, 12:25:48 am**

hmmmm

i think i issue a mandate :

murder gobs : 0/100

nah , just kidding , but , i prefer my dwarf the title : "The Loner Wolf" , explanation can be found on the name

Title: **Re: Blockedlance - The Next Generation**
Post by: **CuteEmoBoyx** on **February 24, 2010, 05:34:39 am**

Quote from: MrGimp on February 23, 2010, 09:52:56 pm

You have shared a room with Baron von Montague for many years now. But no nookie.

Reaper the Beardless had originally been given to Mogror as a pleasure slave, but I guess he's bored with her, too.

Relationships just dont become very permanent here at this fortress. It's a very liberal bunch of dwarves. And very picky.

A pleasure Slave LOL. Reaper is a prostitute looks like! O.o

Title: **Re: Blockedlance - The Next Generation**
Post by: **Soviet Travolta** on **February 24, 2010, 07:25:45 am**

All those births make me realize...
Of all the dwarves who lived in this hell hole, i had to pick the impotent one.

Yes, i could blame it on the Queen, but you know i won't!

I go back working on my Billon Portal to Lesbos Island.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Innominate** on **February 24, 2010, 06:57:05 pm**

Quote from: Soviet Travolta on February 24, 2010, 07:25:45 am

All those births make me realize...
Of all the dwarves who lived in this hell hole, i had to pick the impotent one.

Yes, i could blame it on the Queen, but you know i won't!

I go back working on my Billon Portal to Lesbos Island.

You know, I reckon living in Blockedlance would probably put a severe strain on your potence anyway. Also, it's possible that your lance has been, well, blocked.

You have many possibilities for Blocked lances:

- All the blood and gore has made you unable to 'joust'
- Your partner sacrificed their ovaries to Armok
- You need to be covered in blood and vomit to even think about copulation
- Chronic abuse of alcohol, rat weed and quarcaine

Really, it's a wonder anybody has children in this fortress.

Title: **Re: Blockedlance - The Next Generation**
Post by: **gumball135** on **February 26, 2010, 06:48:49 pm**

Quote from: Innominate on February 24, 2010, 06:57:05 pm

Quote from: Soviet Travolta on February 24, 2010, 07:25:45 am

All those births make me realize...
Of all the dwarves who lived in this hell hole, i had to pick the impotent one.

Yes, i could blame it on the Queen, but you know i won't!

I go back working on my Billon Portal to Lesbos Island.

You know, I reckon living in Blockedlance would probably put a severe strain on your potence anyway. Also, it's possible that your lance has been, well, blocked.

You have many possibilities for Blocked lances:

- All the blood and gore has made you unable to 'joust'
- Your partner sacrificed their ovaries to Armok
- You need to be covered in blood and vomit to even think about copulation
- Chronic abuse of alcohol, rat weed and quarcaine

Really, it's a wonder anybody has children in this fortress.

That's why Jewelettarette (did I even spell that right?) is the only dwarf woman (dwoman?) to give birth so far; she has no morals. Also, she's a Quarthead like the rest of the Countess's daughters.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **February 27, 2010, 05:03:43 am**

Quote from: gumball135 on February 26, 2010, 06:48:49 pm

Quote from: Innominate on February 24, 2010, 06:57:05 pm

Quote from: Soviet Travolta on February 24, 2010, 07:25:45 am

All those births make me realize...
Of all the dwarves who lived in this hell hole, i had to pick the impotent one.

Yes, i could blame it on the Queen, but you know i won't!

I go back working on my Billon Portal to Lesbos Island.

You know, I reckon living in Blockedlance would probably put a severe strain on your potence anyway. Also, it's possible that your lance has been, well, blocked.

You have many possibilities for Blocked lances:

- All the blood and gore has made you unable to 'joust'
- Your partner sacrificed their ovaries to Armok
- You need to be covered in blood and vomit to even think about copulation
- Chronic abuse of alcohol, rat weed and quarcaine

Really, it's a wonder anybody has children in this fortress.

That's why Jewelettarette (did I even spell that right?) is the only dwarf woman (dwoman?) to give birth so far; she has no morals. Also, she's a Quarthead like the rest of the Countess's daughters.

She's obviously not enough of a Quarthead if her children are surviving.

Perhaps we should force the nobility to go cold turkey with some male attendants?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **February 27, 2010, 06:55:00 pm**

SPEEZ MERLIENS , C- oh wait , what?
i bet they can roll through the fortress , lets wait and see(LOL JOKE LOL)
anyways , any plans toerr , something?

So at the end of the year, we get a strange mood. It's our High Priest Kulaka. He grabs a hem workers shop - which is the only shop a noble would craft at I suppose - and grabbed a gem. Within about one dwarf day he was done.



It was completely dull and pointless. And worth only 4800 copper coins. What a complete waste of Kulaka's time. He could have been baptizing the babies in horse blood....but NOOOOO....he's gotta carve a totally plain gemstone.

And then he frikkin became legendary for it.

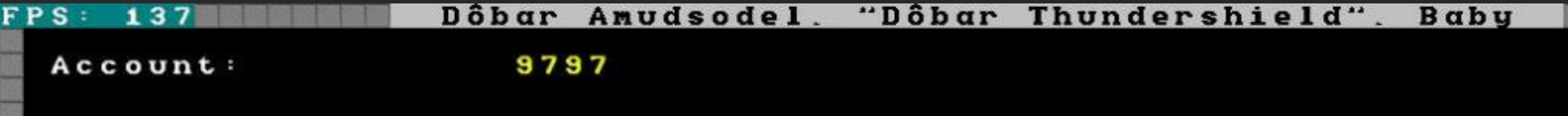
Go figure.

Spring 246



Never thought I'd get this far. 246. That's forty six years since the founding, and forty two years since Urist arrived to kill the demons. This is by far my longest fort. Probably too long really...but what are you gonna do?

Anyways, spring greets us with the usual gift of a small Armok worshipping boy. We thank Armok for his awesomeness.



And this little baby Dobar has inherited a vast fortune already. He could probably outfit his own expedition and fund it all by himself. I don't know where he got the ten grand, or why the youngest child inherited more than the other three older siblings....but hey. Dwarves are not meant to be understood....only tortured and spoiled in an alternating bipolar fashion.

Oh....and we got ANOTHER fey mood this season. With ANOTHER woodcutter/carpenter who is now dead from want of shell. Now we have no woodcutters or carpenters in the fortress....which really sucks because I just ordered the second floor of the outer wall to be made of wood (not the walls but the floor inside the wall). So I have to make someone else a carpenter and have shitty stupid novices building my floors all slow. Bah!

So I had lost the woodcutting carpenters. I had found a crafts dwarf and given him an axe. The problem was solved. He took all season to build a handful of floors, but still....he would get better.

Ah...but things were not to get better. For he was to go insane.

I think this picture below is worth a thousand words. I t is DF in a nutshell.



Lord Akigagak again did the honors, and Romantically Flayed the dwarf to death.

In winter though, even more horrifying events occurred...



Upon hearing the news of the potential future Grand-Duke's strange mood swing, the Queen was heard to shout aloud, "Why must we dwarves have to live in fear of our loved ones going insane?!"

Only time would tell what Airag's fate would be...

Is the Dungeon master taken?

What ever happened to the Spirit of Fire you had locked up?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 28, 2010, 05:53:24 pm**

Quote from: Huesoo on February 28, 2010, 01:59:06 pm

Is the Dungeon master taken?

Yep.

Theres a daughter of the Grand Duchess left. And now a boy and girl baby granddaughter of the Grand Duchess. And one of these days Im gonna come across an Armok worshiping Hammerer and Tax Collector damnit!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 28, 2010, 05:54:33 pm**

Quote from: Steev on February 28, 2010, 05:52:34 pm

What ever happened to the Spirit of Fire you had locked up?

I tried to trap it. It didnt work. So I ended up killing it.

I miss that little bastard. :(

Title: **Re: Blockedlance - The Next Generation**
Post by: **Plank of Wood** on **February 28, 2010, 06:08:06 pm**

Bloody hell.

Blockedlance, shine on, you crazy diamond.

Also, does Winston still live? Has he managed to overthrow Big Brother Queen Urist yet?

Title: **Re: Blockedlance - The Next Generation**
Post by: **nil** on **February 28, 2010, 06:09:25 pm**

yo I'll take one of the kiddies

Or if you have anyone else already named Nil, that would do.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **February 28, 2010, 10:26:30 pm**

AWESOME.
Do you know yet if I'm demanding shell or something and must be put down?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **February 28, 2010, 10:40:17 pm**

I call dibs on his scalp.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 28, 2010, 10:41:40 pm**

Quote from: Plank of Wood on February 28, 2010, 06:08:06 pm

Also, does Winston still live? Has he managed to overthrow Big Brother Queen Urist yet?

Winston lives only to serve Big Sister. He is building a pyramid and a wall for Big Sister. Once that is done, he will be useless again, and will probably be disposed of by Big Sister.

Quote from: nil on February 28, 2010, 06:09:25 pm

yo I'll take one of the kiddies

Or if you have anyone else already named Nil, that would do.

Okay I named Jewelettarette's youngest male Nil.

Quote from: Cheddarius on February 28, 2010, 10:26:30 pm

AWESOME.
Do you know yet if I'm demanding shell or something and must be put down?

Patience...

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **February 28, 2010, 10:44:30 pm**

All right. Thanks!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 28, 2010, 10:52:11 pm**

Before the year was out, news was brought to Queen Urist of yet another baby. This time Jewelettarette had given birth to a girl.

"Bloody Armok!" cried Urist. "How many is that now? Six? That's like a litter of puppies or something. I bet she doesn't have any bladder control left after that many babies!"

The court had a merry laugh at the Queen's joke. She smiled smuggly and sipped Sunshine from her Adamantine mug, as she sat on her new Adamantine throne flanked by her new Adamantine statues.

"Oh I kid too much!" chuckled the Queen. "Jewelettarette is doing her service to this fortress and to dwarvenkind! All you frigid bitches could learn a lesson or two." The Queen eyed some of the courtiers currently in her throne room. These included he Grand-Duchess' single daughters, as well as the Dungeon Master Petbeard and Baroness Aldaris. All women who had refused to be implanted with dwarven seed.

"Oh well...enough of this!" The Queen wiped the Sunshine from her beard with her forearm. "Mogror, how goes your

megaconstructions?"

"My Queen they go fantastically. We had been held up previously for want of Dolomite, and so we had focused on the outer wall. But now we are out of diorite, only to be flush with dolomite from recent storage room excavations. The pyramid has already reached the height of the temple. It should be finished in no time!"

"Excellent Mogror!" The Queen smiled. "You are wise to please me."

"Yes my Queen," said Mogror with a bow. Everyone had to cater to the Queen's ego trip.

And so life continued and Blockedlance....

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 28, 2010, 11:09:04 pm**

Spring 247

FPS: 136olis RifotkŪbuk. "Blockedlance"										1st Granite. 247. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth: 14743123*										Population: 51									
Weapons: 635051*										Champions 11									
Armor and Garb: 691565*										Axe Lord 11									
Furniture: 3173925*										Axe Lord 11									
Other Objects: 2948613*										Swordsdwarves 11									
Architecture: 3837271*										Swordmasters 11									
Displayed: 3288512*										Hacedwarves 11									
Held/Worn: 168186*										Hace Lord 11									
Imported Wealth: 2494713*										Hammerdwarves 11									
Exported Wealth: 338994*										Hammer Lord 11									
Food Stores: 14098										Speardwarves 11									
Heat 4										Spearmasters 11									
Seeds 621										Marksdwarves 11									
Fish None										Elite Mrksdwrvs 11									
Drink 5442										Wrestlers 11									
Plant 395										Elite Wrestlers 11									
Other 7636										Recruits 11									
Miners 4																			
Woodworkers None																			
Stoneworkers 1																			
Rangers None																			
Metalsmiths 2																			
Jewelers 1																			
Craftsdwarves 4																			
Nobles/Admins 11																			
Peasants None																			
Children 6																			
Fishery Workers None																			
Farmers 10																			
Engineers 1																			
Trained Animals A																			
Other Animals A																			

Life in the death pit continues on.

Airage kept at his craft machinations for the rest of the winter of 246 and well into the spring of 247. He kept wanting to add more things to his masterpiece...and always those items were far far away. He even chose to do it in a far away craftsdfwarfshop, the one the Queen had carved for herself under the palace. It was almost as if this snobbish noble kid was claiming the palace for himself already.

Anyways, he made a birchen ring.

FPS: 137Lathonmelbil. "The Mythical Tome". a Birchen ring									
This is a Birchen ring. All craftsdfwarfship is of the highest quality. It is decorated with Alder and encircled with bands of Aluminum and turtle bone. This object menaces with spikes of Brown zircon and Aluminum. On the item is an image of Xen Anguishedharvests the human and Dankclinches the giant eagle in Birch. Xen Anguishedharvests is cringing. Dankclinches is striking a menacing pose. The artwork relates to the ripping of the human Xen Anguishedharvests's left lower leg by the giant eagle Dankclinches in 176. On the item is an image of broad crosses in giant cave spider silk. On the item is an image of Cog Giltbalance the Tactical Relief of Fortifying the dwarf in Green zircon. On the item is an image of two minotaurs in Petrified wood.									

It's actually a pretty decent ring. It's worth 174000 bucks. It describes the death of Xen Anguishedharvests. Xen is the subject of a thousands of engravings throughout Blockedlance. His exploits against the giant eagles of the mountains north of here are legend in these parts. I dont recall Urist engraving his death before. She probably did somewhere....but I dont remember it. I only remember Xen smashing and tearing apart giant eagle after giant eagle.

Xen Anguishedharvests is Urist's favorite local folk hero. This ring commemorates his death. It also has Queen Cog on it.

When confronted with the ring, the Queen asked if he was trying to be a wise guy by putting the old Queen on there. The six year old future Grand Duke just shrugged and giggled, then ran off to go play.

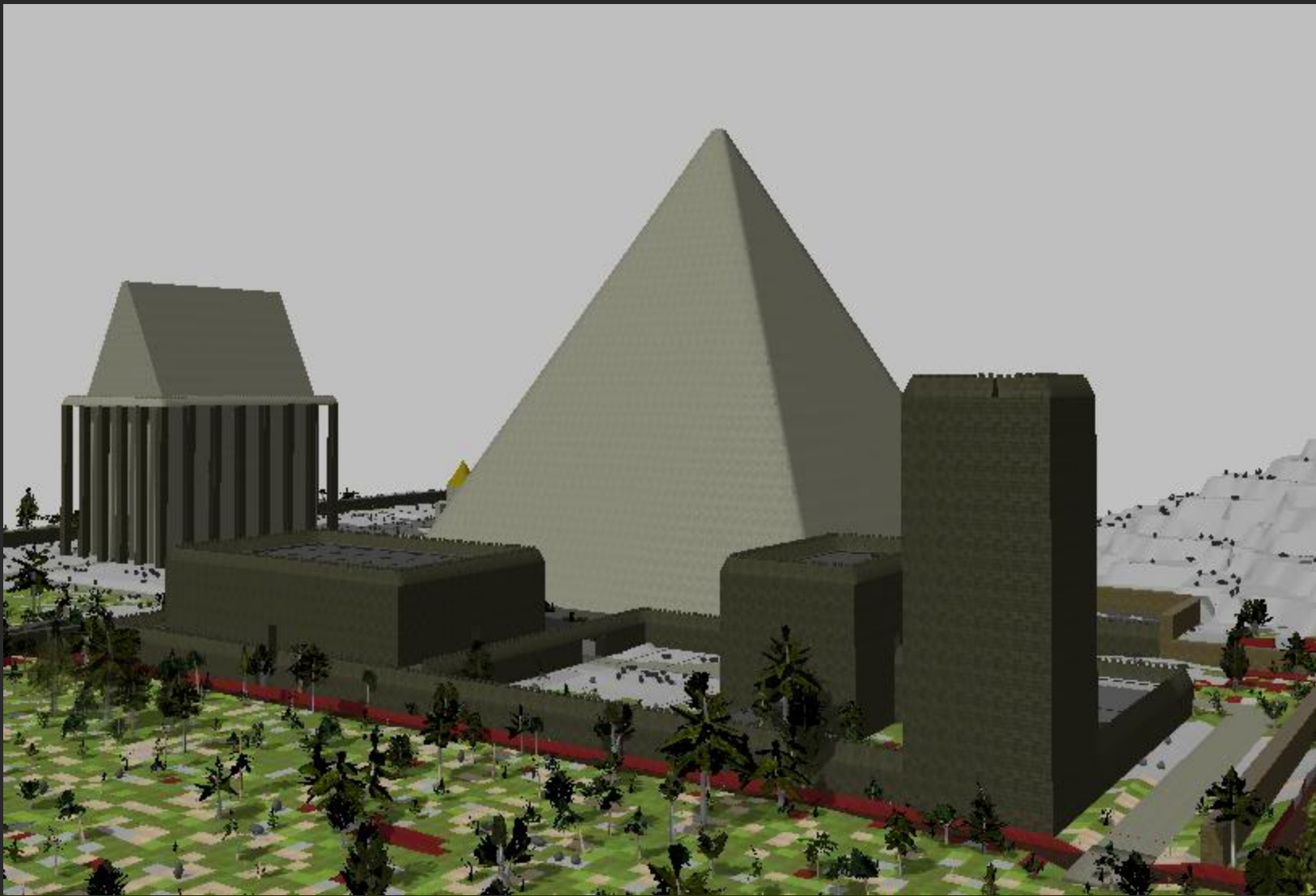
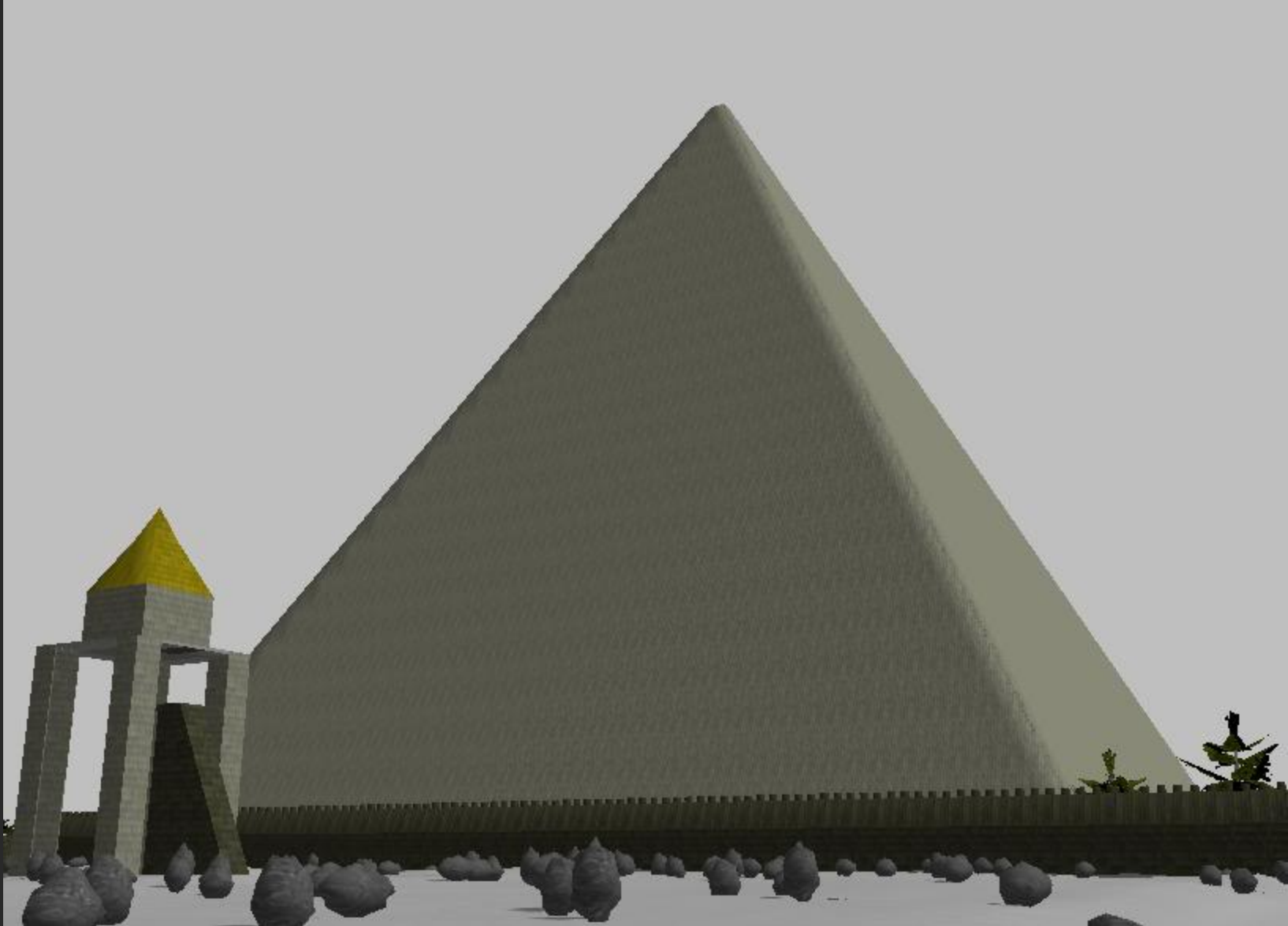
Damn kids!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **February 28, 2010, 11:13:32 pm**

The Spring and Summer passed with the elf and human traders coming. This time Urist ordered the dwarves to trade and try to get any turtles if they could. They had no such luck, but they did unload a bunch of rock junk, so that was good.

In the Fall, an amazing event occurred. The pyramid has been under construction for roughly a decade. And now, the final stones have been placed!

Behold, the Pyramid of Urist!!!



Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **February 28, 2010, 11:23:30 pm**

Incredible! It dwarfs (heh) even that tall golden tower you have next to it.
Truly 'tis a structure fit for queens.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **February 28, 2010, 11:26:07 pm**

It's (sniff) beautiful.

Being high off of quarcain makes it all the more magnificent.

I really like the use of ramps there, Mr. Gimp. I didn't expect it to have such a smooth look.

since it's made of ramps, can we climb up it?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **February 28, 2010, 11:30:34 pm**

Oh, I wanted that head.

Nevermind, nice pyramid. But no cap made of a precious metal?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 01, 2010, 05:22:15 am**

I DUN THINK SO

Ze Spy has been killed : didn't see blockedlance's rocket coming

anyways , COVER THE PYRA!@#!\$@!# IN BLOOD

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **March 01, 2010, 07:50:38 am**

Quote from: MrGimp on February 28, 2010, 05:53:24 pm

Quote from: Huesoo on February 28, 2010, 01:59:06 pm

Is the Dungeon master taken?

Yep.

Theres a daughter of the Grand Duchess left. And now a boy and girl baby granddaughter of the Grand Duchess. And one of these days Im gonna come across an Armok worshipping Hammerer and Tax Collector damnit!

Damn I wanted to have him! I was going to name him JosefFritzel.

Title: **Re: Blockedlance - The Next Generation**
Post by: **derekiv** on **March 01, 2010, 08:46:07 am**

If possible, could I get a dwarf?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **March 01, 2010, 08:54:38 am**

Quote from: Huesoo on March 01, 2010, 07:50:38 am

Quote from: MrGimp on February 28, 2010, 05:53:24 pm

Quote from: Huesoo on February 28, 2010, 01:59:06 pm

Is the Dungeon master taken?

Yep.

Theres a daughter of the Grand Duchess left. And now a boy and girl baby granddaughter of the Grand Duchess. And one of these days Im gonna come across an Armok worshipping Hammerer and Tax Collector damnit!

Damn I wanted to have him! I was going to name him JosefFritzel.

How many times, Huesoo, rape is not funny.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 09:42:46 am**

Quote from: Moose Fisher on February 28, 2010, 11:26:07 pm

since it's made of ramps, can we climb up it?

You better climb it! The pyramid is going to be the only entrance to the adventure mode fun stuff!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 09:43:16 am**

Quote from: derekiv on March 01, 2010, 08:46:07 am

If possible, could I get a dwarf?

Sure, what do you want to name him?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 10:18:01 am**

Spring 248

FPS: 116olis Rifotkûbuk. "Blockedlance"										27th Granite. 248. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:		15054577*		Population:		51													
Weapons:		645851*								Champions		11							
Armor and Garb:		682708*		Miners		4				AxeDwarves		None							
Furniture:		3389055*		Woodworkers		None				Axe Lords		None							
Other Objects:		2935769*		Stoneworkers		1				Swordsdwarves		None							
Architecture:		3920945*		Rangers		None				Swordmasters		None							
Displayed:		3316783*		Metalsmiths		2				Macedwarves		None							
Held/Worn:		163466*		Jewelers		1				Mace Lords		None							
				Craftsdwarves		4				Hammerdwarves		None							
Imported Wealth:		2482408*		Nobles/Admins		10				Hammer Lords		None							
				Peasants		None				Speardwarves		None							
Exported Wealth:		373644*		Children		7				Spearmasters		None							
				Fishery Workers		None				Marksdwarves		None							
Food Stores:		13882		Farmers		10				Elite Mrksdurvs		None							
Meat 4		Seeds 649		Engineers		1				Wrestlers		None							
Fish None		Drink 5390		Trained Animals		A None				Elite Wrestlers		None							
Plant 307		Other 7532		Other Animals		A 28				Recruits		None							

Before winter of 247 was over, Jewelettarette had given birth to another child. That was seven children now. I am quite pleased. Now if only these other hags would spread their legs, we could kill all these heathens and have a pure Armok worshipping fortress!

Anyhoo...248 has arrived, and with it, we have received a new Hammerer and Tax Collector. Where they come from, I know not, but I was actually happy to see them this time. You see, the Tax Collector apparently worships Armok!

The Hammerer, however, did not, and was promptly impaled on spikes.

That was really the only exciting news of 248. The traders came, and brought us some shell. That was double plus good! Jewelettarette didnt have a kid this year - which was double minus bad - but I guess I can forgive her since she plopped out two kids last year.

Title: **Re: Blockedlance - The Next Generation**
Post by: **derekiv** on **March 01, 2010, 10:52:34 am**

Derek
Thanks. If possible could he be a military dwarf & male? Preferably swordsdwarf.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 11:05:31 am**

Quote from: derekiv on March 01, 2010, 10:52:34 am
Derek
Thanks. If possible could he be a military dwarf & male? Preferably swordsdwarf.

Theres only two unnamed military dwarves. Ones been in a coma for thirty years, the other is stuck in some glitch like state and cannot move (also for about thirty years).

But you can be one of Jewelettaretts kids.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 01, 2010, 11:12:07 am**

Quote from: MrGimp on March 01, 2010, 11:05:31 am
the other is stuck in some glitch like state and cannot move (also for about thirty years).

Did you ever get Dwarf Companion to function?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 12:03:18 pm**

Quote from: The Architect on March 01, 2010, 11:12:07 am
Quote from: MrGimp on March 01, 2010, 11:05:31 am
the other is stuck in some glitch like state and cannot move (also for about thirty years).
Did you ever get Dwarf Companion to function?

Yeah but every time I use it it causes horrendous bugs.

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 01, 2010, 12:17:44 pm**

Can I grab the status of my gob smelter? ;)

I also forgot his name :o

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 12:47:40 pm**

Quote from: addictgamer on March 01, 2010, 12:17:44 pm
Can I grab the status of my gob smelter? ;)
I also forgot his name :o

Captain Coder has smelted every bit of metal ore in the fortress....errr....except some adamantine of course. But everything else has been smelted. All the gold was turned into statues. The platinum, electrum, aluminum and some steel was turned into tables and thrones and other ornate opulent things. I dont know what you will do now that the metal is running out. Well probably find some more veins soon though.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **March 01, 2010, 12:48:28 pm**

Its actually doubleungood! Im reading 1984 right now

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 12:50:09 pm**

Quote from: Huesoo on March 01, 2010, 12:48:28 pm
Its actually doubleungood! Im reading 1984 right now

Really? They really say that in the book?

(I havent read it since high school...but I saw the movie recently)

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 01, 2010, 12:58:47 pm**

Hehe, ok...
Can you start training him as an engineer? (I am addicted to engineers.)

Title: **Re: Blockedlance - The Next Generation**
Post by: **derekiv** on **March 01, 2010, 01:14:46 pm**

I guess I'll take the child. If he ever becomes an adult (Armok willing), he will try to take up swordsmanship.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 01, 2010, 01:45:57 pm**

Quote from: addictgamer on March 01, 2010, 12:58:47 pm
Hehe, ok...
Can you start training him as an engineer? (I am addicted to engineers.)

I dont know how Mogror would feel about that. Sure his assistant Raving Maniacus is dead...but some might say Mogror was behind it in

some fashion. I dont think he works well with others. Plus, we have even less engineering work left to do than smelting.

I was just thinking that we smelted all the iron,, but we didnt have dolomite to turn it into steel. So now that the pyramid is done, you gotta go cook us up some steel.

Back in the forges slave! ;D

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 01, 2010, 01:59:54 pm**

Well...hmm...

Let's just say the captain works.
Alone.

Ok, ya...Makes sense with that.
Maybe have him mine out a secret fortress under the whole fort? Without anyone else being aware of it?
That is, if you feel like and it goes with your story.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Eagle** on **March 01, 2010, 05:59:18 pm**

Quote from: addictgamer on March 01, 2010, 01:59:54 pm
Maybe have him mine out a secret fortress under the whole fort? Without anyone else being aware of it?
That is, if you feel like and it goes with your story.

Maybe meet up with Eagle or summat.

Title: **Re: Blockedlance - The Next Generation**
Post by: **xczxc** on **March 01, 2010, 10:56:16 pm**

3 days ago I clicked on the first page of this amazing thread and after reading all the 108 pages, i must say this is the best community fortress, and one of the best stories I have ever read!

Btw, if, before the end, a group of dwarves decides to rise againts queen urist's rule of terror, either to protect a possible heir or to free peasants, count me in in the opposition. If no rebellion is planned give me any dwarf who disagrees with urist internally, but not a tax collector or hammerer (those tend to die really fast) and call him...err...you choose. thanks

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 02, 2010, 02:47:45 am**

the anti-notarmorkworshipping cleanse is about to start , so it may be a bad idea

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 03, 2010, 10:07:12 pm**

Quote from: xczxc on March 01, 2010, 10:56:16 pm
3 days ago I clicked on the first page of this amazing thread and after reading all the 108 pages, i must say this is the best community fortress, and one of the best stories I have ever read!

Btw, if, before the end, a group of dwarves decides to rise againts queen urist's rule of terror, either to protect a possible heir or to free peasants, count me in in the opposition. If no rebellion is planned give me any dwarf who disagrees with urist internally, but not a tax collector or hammerer (those tend to die really fast) and call him...err...you choose. thanks

Sure Ill add you as the next armok worshiping Tax Collector, thaey dont die as quick as the others. An Armok Worshiping Tax Collector just arrived.

Ill name the dwarf xczxc. Thats a good dwarven name!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 03, 2010, 10:10:02 pm**

I have a couple updates ready...but photobucket is down or something. I keep uploading the photos, but they dont appear in any of my albums.

As soon as they get their ass in gear Ill update. I promise!

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 04, 2010, 12:52:01 am**

Quote from: MrGimp on March 03, 2010, 10:10:02 pm
I have a couple updates ready...but photobucket is down or something. I keep uploading the photos, but they dont appear in any of my albums.
As soon as they get their ass in gear Ill update. I promise!

I eagerly await ;)

I'm curious; How is eagle doing?

Title: **Re: Blockedlance - The Next Generation**
Post by: **xczxc** on **March 04, 2010, 05:21:06 pm**

Quote
Sure Ill add you as the next armok worshiping Tax Collector, thaey dont die as quick as the others. An Armok Worshiping Tax Collector just arrived.
Ill name the dwarf xczxc. Thats a good dwarven name!

Thats perfect thanks

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 05, 2010, 12:21:44 am**

Quote from: addictgamer on March 04, 2010, 12:52:01 am
Quote from: MrGimp on March 03, 2010, 10:10:02 pm
I have a couple updates ready...but photobucket is down or something. I keep uploading the photos, but they dont appear in any of my albums.
As soon as they get their ass in gear Ill update. I promise!
I eagerly await ;)
I'm curious; How is eagle doing?

The last time I played Eagle had just finished smelthing the rest of the limonite. The lignite is all gone. He's back to charcoal power.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 05, 2010, 12:24:38 am**

Well....tomorrow at 8 in the morning is my court case to get this 5500 bucks Im owed. I think its an open and shut case. Id actually be surprised if he even shows up. The only way I can lose is technicalities. Theres always technicalities. So he might have some legal mumbo jumbo that makes my contract not a contract. But as long as none of that comes up, Im good. I think.

Everyone pray to Armok and sacrifice some kittens for me! ;D

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 05, 2010, 01:10:12 am**

Or cut the middleman and just sacrifice *him*. :P

Note: Don't actually do this

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 05, 2010, 01:19:24 am**

However, it's OK to pray to "Armok" and slaughter kittens?

See, the kittens thing... not too bad imo. I'm not much for animal cruelty, so it had better be instantaneous.

Spoiler (click to show/hide)
No matter what kind of problem you may have with my forum humor, don't attempt to start an argument over cats.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Innominate** on **March 05, 2010, 03:14:15 am**

Step 1: Give dogs [CAN_LEARN] and [CAN_SPEAK].
Step 2: Throw all your dogs in a pit for 12 in-game years.
Step 3 (optional): Assign me one of these dogs, giving it the name "Snookums".
Step 4: Laugh as dogs that have spent 12 years in a motionless pile in a pit have become lightning fast, ultra-tough and ungodly strong because they talked to each other constantly.

Seriously, who needs a military when you have learning, speaking dogs? They breed every year, mature in a year (I think) and don't have pesky requirements like eating, drinking or sleeping. You can chain them at your entrance for constant guarding, or assign them to your woodcutters for guaranteed protection.

Plus, if you have only one animal trainer they will by default have an unstoppable army of Legendary Conversationalist dogs following them at all times.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 05, 2010, 05:32:11 am**

"Even The Mightest Man Will Fall In Battle Without His Weapon" - Sun Tzu

even legendary dogs won't survive a total goblin zerg rush

plus , if ranged soldiers arrive , they are pretty much screwed , unless you give em..... dodgy skillz

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 05, 2010, 12:20:04 pm**

Well....my amazing luck has struck again.

Apparently, when the court served my former employer with the summons to court, he threw them away. By not signing the papers he can claim he never knew he had to appear. When the judge looked on the computer she said she saw no proof of service and couldnt hear the case.

What a fuckload of shit.

Obviously this guy has been sued before. Now I have to refile the case. This time, Im not letting this moron court serve him. I'll serve him his papers myself, with a witness and a camera videotaping me.

I'm also adding another 500 bucks onto what Im suing for, for wasting mine and the courts time.

If any of you guys ever find yourself in American small claims court suing some douchebag, remember to SERVE HIM YOURSELF! The court is a bunch of slack-jawed morons. Half the cases were thrown out this morning for this same reason. You think they might have tried again when they didnt hear from him? Or maybe let me know that I needed to go find the guy myself? Is a phone call or email or letter too much to ask? Bloody Armok! Where is dwarven justice when you need it? Fuck getting my money back, just hammer the guy and call it even.

Ouch.

I have to keep this in mind...

Well, no other comment here.

Title: **Re: Blockedlance - The Next Generation**
Post by: **filiusenox** on **March 05, 2010, 06:59:20 pm**

People like that (The Douchbag, not you.) are why I want to burn the earth fix humanity permeant like.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 05, 2010, 07:05:25 pm**

Ugh, that's really broken. The court should attempt to contact someone by all means possible, and then just have him lose by default if schle doesn't show up.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **March 06, 2010, 01:26:35 pm**

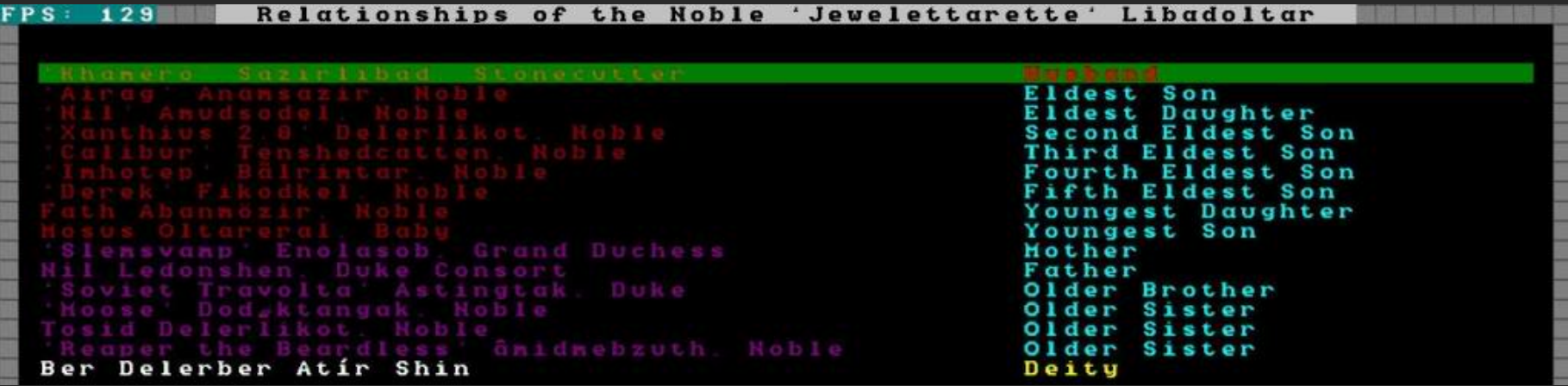
I hope the guy gets served a tall glass of JUSTICE

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 06, 2010, 02:17:07 pm**

Well, fuck him. I probably wont ever see a dime of that money either way. So whatever. Im gonna have to set a new court date that wont come for another month or two. Oh well. What can I do? I'm just a lowly peasant.

Moving on, as dwarves do...

Photobucket FINALLY uploaded my pictures. So heres Jewelettarette's family as of 248.



Derek, you're in. Plus Jewelettarette gave birth to another boy. Theres still the daughter open too. Plus the Grand-Duchess still has a daughter open.

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 06, 2010, 03:05:44 pm**

That's a big family.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 06, 2010, 03:33:40 pm**

Spring 249



Its friggin 249 everybody. And we have now passed 15 million dwarfbucks in wealth. The booze stockpile is down to 5000 units, however, and trouble looms on the horizon.

The arrival of spring brings us another hammerer and tax collector. Unfortunately, the pagan hammerer has to be struck down. But the tax collector is a worshiper of Ber Delerber Atir Shin (Armok) and comes from a dwarven empire far to the north; the land of the Jade Irons.



Her name is xczxc. It is a strange dialect of dwarvish that these people of the Jade Irons speak. Her accent is almost unintelligible, and she annoys the established nobility of Blockedlance by questioning their bloodline, and questioning their worthiness for such palatial

rooms. Urist is annoyed with her from the beginning, but it was rare to receive Armok worshipping nobility, so she did not immediately have xczxc put to death.



Instead, Queen Urist spent the year down in her new nook beneath the waterfall, where her and the Duke spent their days frolicking in the mist, dining on platinum tables and golden thrones, basking in the glow of adamantine statues of Urist's human hero Xen.

Still no commitment of marriage and children from the Duke. The Queen is growing disgusted with men.

Meanwhile...



The other dwarves have put together the new nobles' rooms. They have lined the side of the future magma moat with clear glass, so that nobles can one day view the awesomeness of magma anytime they wished. We also added the same magma viewports in the temple chapel, right behind the artifact turtle bone idol of Armok.

Jewelettarette's room is the weird shaped ones at the top middle. The Baron von Montague and Baroness Aldaris now share the middle rooms. Then Moose and Reaper the Beardless have the rooms on the right. The unclaimed daughter of the Grand-Duchess has a room below, along with a couple other nobles.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 06, 2010, 03:38:25 pm**

By popular demand, here is an update on Eagle.

Heres the lower part of his cave, the tower cap farm. He has just cut down all the tower caps and you can see the limonite has all been smelted.



Heres a look at Eagles' skills. I havent really been focusing on skill progression with him, he just does what needs to be done. He's not really uber, but hes got a wide range of skills, and can obviously survive all by himself alright.



I left out his social skills from that list because damnit, he's a hermit!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **March 06, 2010, 03:47:40 pm**

Instead of the new hammerer if there is a new Noble male birth I woul like him to be named Baron Von Freeden and him to be intierested in dueling with a sword. Thanks!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 06, 2010, 06:43:26 pm**

Quote from: Huesoo on March 06, 2010, 03:47:40 pm
Instead of the new hammerer if there is a new Noble male birth I woul like him to be named Baron Von Freeden and him to be intierested in dueling with a sword. Thanks!

I suppose...

Although I really wanted a Huesoodos!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 06, 2010, 07:02:40 pm**

Well, in autumn of 249 Jewelettarette has ANOTHER kid. So now theres nine. She is also voted mayor! The Duke was outraged that he had lost the office to his sister!

"She will move against us when that child is older!" reminded the Queen. Her and the Duke were hanging out in the waterfall alone.

"Holy Lord of Blood! My own nephew is going to murder me!" cried the Duke.

"Calm yourself Travolta!" The Queen slapped him across the face, bruising it with her artifact Birchen ring carved by Airag. "What we need is an heir! It will protect both our positions!"

"Yes..." mumbled the Duke in thought.

"I wear this ring Airag made to remind me of the need for an heir. I look at it throughout the day. I need an heir! It's the reason I had sex with you in that diseased Eberdek's blood! It's the reason I lock you in this cave and force my way with you now!"

"Yes, your majesty."

"Well why Travolta? Why haven't you released your spores inside me?!" she cried. Tears ran down her face. It was a rare moment for the cold hearted bitch of a Queen. "It's because I'm so old isn't it?! It's because I just turned 95 this year isn't it?! Isn't it?!" She began sobbing uncontrollably.

The Duke didn't know what to do. "Uhhh...." he mumbled. "I uhhh....no....you're not that old....I mean. Uhhhhh.....you're not old at all babe. Ninety-five is young. That's only what....twice my age? Not that bad at all!" He put his arm around the Queen and patted her on the back.

She looked up at him with dimple dye mascara running down her wet face. "Make love to me!"

The Duke wanted to get out of there, but he was trapped. It was this or death. Most likely slow death too. "Sure babe," he said at last.

He closed his eyes and went to work....

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 06, 2010, 07:19:43 pm**

Ever thought of posting her up with someone her personality profile will accept? She would probably have a lover on the side because the Duke doesn't satisfy. Whatever gets the job done.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 06, 2010, 07:20:39 pm**

Spring 250

FPS: 128olis Rifotkûbuk. "Blockedlance"1st Granite. 250. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices	
								Currency	
								Justice	
Created Wealth:		15259081*		Population:		54			
Weapons:		659051*		Miners		4		Champions	
Armor and Garb:		660099*		Woodworkers		None		None	
Furniture:		3407114*		Stoneworkers		1		None	
Other Objects:		2893096*		Rangers		None		Swordmasters	
Architecture:		4046569*		Metalsmiths		2		None	
Displayed:		3441441*		Jewelers		1		None	
Held/Worn:		151711*		Craftedwarves		4		None	
Imported Wealth:		2450408*		Nobles/Admins		11		None	
Exported Wealth:		431754*		Peasants		None		None	
Food Stores:		13310		Children		9		None	
Meat	None	Seeds	689	Fishery Workers		None		None	
Fish	None	Drink	4958	Farmers		10		None	
Plant	335	Other	7328	Engineers		1		None	
				Trained Animals		A		None	
				Other Animals		A		28	
								Recruits	
								11	

My gods! What madness has brought us fifty years into this fortress?

The dwarves spend the year blissfully partying and sacrificing horses to Armok, then bathing in the blood. The Queen herself arranges the partying at the Adamantine statue.

FPS: 75Dwarf Fortress									
Jewelettarette Libadoltar. Noble cancels Store Owned Item: Item inaccessible. x2									
The Stray Horse (Tame) has been struck down.									
Eagle Ikuddegël. Hermit cancels Store Owned Item: Item inaccessible.									
Jewelettarette Libadoltar. Noble cancels Store Owned Item: Item inaccessible.									
The Queen Urist Sibrekkezat Anugrobek has organized a party at Adamantine Statue.									
Urdin Rovodolin. Clothier cancels Store Owned Item: Item inaccessible. x2									
Jewelettarette Libadoltar. Noble cancels Store Owned Item: Item inaccessible.									
Urdin Rovodolin. Clothier cancels Store Owned Item: Item inaccessible.									
A human caravan from Behal Ladgi has arrived.									
Their wagons have bypassed your inaccessible site.									
Steve Rintartarmid. Weaponsmith cancels Attend Party: Getting something to drink.									
Eagle Ikuddegël. Hermit cancels Store Owned Item: Item inaccessible. x3									
The Stray Horse (Tame) has been struck down.									
Eagle Ikuddegël. Hermit cancels Store Owned Item: Item inaccessible.									
Soviet Travolta Astingtak. Duke has been elected mayor.									
Jewelettarette Libadoltar. Noble's mandate has ended.									

By summer of 250 Soviet Travolta had wrested control of the mayoralship of Blockedlance back from Jewelettarette!

We also trade a lot. We sell virtually the last of our stone crafts to the humans and elves. I'm glad to be rid of the crafts. I'm tired of these dwarves and their hoarding habits and obsessive compulsive love affairs with microcline bracelets! Every single room is filled with junk! No matter how many cabinets and chests I give them, they fill them up, and then get more stuff. Many dwarves have several rooms, since the population is about a fifth of what this fort can hold. And yet they still fill up the extra rooms with junk!

It's because of these foul dwarves, that Blockedlance is a big burnt out charred pile of cursed demonic junk!

How many diorite scepters do they need? Who would even buy this stuff? I've been exporting craft junk for five decades now. I'm sure I've literally flooded the world map with junk from my fortress. I bet talc crowns outnumber people in Sil Gomath!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 06, 2010, 07:22:49 pm**

[Quote from: The Architect on March 06, 2010, 07:19:43 pm](#)
Ever thought of posting her up with someone her personality profile will accept? She would probably have a lover on the side because the Duke doesn't satisfy. Whatever gets the job done.

But then the heir wont be legitimately noble! The Queen is paranoid because she isn't a legitimate monarch. Having stolen her way to the crown, she needs to provide her heirs with some genuine inbred noble blood, otherwise her dynasty is inevitably doomed.

Title: Re: Blockedlance - The Next Generation
Post by: Moose Fisher on March 06, 2010, 07:32:04 pm

[Quote from: MrGimp on March 06, 2010, 07:22:49 pm](#)
[Quote from: The Architect on March 06, 2010, 07:19:43 pm](#)
Ever thought of posting her up with someone her personality profile will accept? She would probably have a lover on the side because the Duke doesn't satisfy. Whatever gets the job done.
But then the heir wont be legitimately noble! The Queen is paranoid because she isn't a legitimate monarch. Having stolen her way to the crown, she needs to provide her heirs with some genuine inbred noble blood, otherwise her dynasty is inevitably doomed.

She's doomed if she doesn't get an heir. Start the search!

Besides, her force of will is enough to make her a legitimate ruler, and Armok himself is backing her. No one can question a god.

Title: Re: Blockedlance - The Next Generation
Post by: The Architect on March 06, 2010, 08:05:02 pm

Hmph. Well, I thought this started with her thinking she didn't need such trivial things. I guess her point of view changed quite a bit.

Title: Re: Blockedlance - The Next Generation
Post by: MrGimp on March 07, 2010, 10:37:39 am

[Quote from: The Architect on March 06, 2010, 08:05:02 pm](#)
Hmph. Well, I thought this started with her thinking she didn't need such trivial things. I guess her point of view changed quite a bit.

Her earlier protestations of 'worker-queen' and 'queen of the people' were just ploys to make the masses accept her rule. She only hated nobles back then because they outranked her. After nearly five decades in power, she identifies with the nobility. At least when they are useful to her.

It was standard practice throughout the medieval era that if you managed to obtain a crown, you married into the old nobility and reassured them that they still had a seat at the table. If you didnt do that, your nobles would plot to remove you. The whole plot of Blockedlance has been partly based on a medieval era usurpation of power, and so I'm stubbornly trying to get her pregnant with the Duke.

Hell if Airag or any of his brothers want to bang the Queen when they are older, they are welcome to it!

Title: Re: Blockedlance - The Next Generation
Post by: MrGimp on March 07, 2010, 10:40:26 am

[Quote from: Moose Fisher on March 06, 2010, 07:32:04 pm](#)
[Quote from: MrGimp on March 06, 2010, 07:22:49 pm](#)
[Quote from: The Architect on March 06, 2010, 07:19:43 pm](#)
Ever thought of posting her up with someone her personality profile will accept? She would probably have a lover on the side because the Duke doesn't satisfy. Whatever gets the job done.
But then the heir wont be legitimately noble! The Queen is paranoid because she isn't a legitimate monarch. Having stolen her way to the crown, she needs to provide her heirs with some genuine inbred noble blood, otherwise her dynasty is inevitably doomed.
She's doomed if she doesn't get an heir. Start the search!
Besides, her force of will is enough to make her a legitimate ruler, and Armok himself is backing her. No one can question a god.

This is true....but Im a stubborn bastard.

It looks like Toady might not get the new version out for a month or two. So I have time to try the Queen and the Duke a little longer. She still hasnt reached legendary social skills, and I think when she does she might get married to the Duke.

Title: Re: Blockedlance - The Next Generation
Post by: The Architect on March 07, 2010, 12:03:29 pm

It was also very common practice to bring in an illegitimate heir, concubine, or stud if one of the couple was impotent. Depending on culture, this might be done in secret or openly.

Title: Re: Blockedlance - The Next Generation
Post by: MrGimp on March 07, 2010, 12:50:48 pm

[Quote from: The Architect on March 07, 2010, 12:03:29 pm](#)
It was also very common practice to bring in an illegitimate heir, concubine, or stud if one of the couple was impotent. Depending on culture, this might be done in secret or openly.

Good point....but hard to achieve in DF.

Is it possible that because she has the 'doesnt care about anything anymore' line in her profile that she wont fall in love with ANYONE?

Title: Re: Blockedlance - The Next Generation
Post by: Chaoseed on March 07, 2010, 12:57:01 pm

[Quote from: MrGimp on March 06, 2010, 07:20:39 pm](#)
How many diorite scepters do they need? Who would even buy this stuff? I've been exporting craft junk for five decades now. I'm sure I've literally flooded the world map with junk from my fortress. I bet talc crowns outnumber people in Sil Gomath!

:D :D :D

Damn, that was the funniest rant I've read in a long time. A month or two at least. ;)

Title: Re: Blockedlance - The Next Generation
Post by: gumball135 on March 08, 2010, 06:04:08 pm

Wow, the pyramid is amazing.
Also, good to see Jwelettarette is still doing her duty. I'm surprised that I got a dwoman (heh) so important to the storyline the second I asked. I mean, I expected her to make an annoying mandate or two, then get impaled on spikes. But here she is as the sole baby provider of the fort, challenging the Duke for the mayoral position! Gotta love Blockedlance.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 09, 2010, 02:30:48 am**

what the fuck , i might have to request another one , DAMNIT

Title: **Re: Blockedlance - The Next Generation**
Post by: **Plank of Wood** on **March 09, 2010, 01:58:43 pm**

Ah yes, the Pyramid. Built by tortured bearded souls, cemented together to indestructibility by dwarvern tears and demon piss.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 10, 2010, 12:43:59 am**

Late in autumn of 250, Queen Urist ordered Jwelettarette's newest bouncing baby boy to be elevated to the status of Baron. He was named Baron von Freeden in an elaborate ceremony held in the temple. Attendees to the baptismal/coronation would later claim that when the High Priest Kulaka poured the unholy water onto the babies forehead, the head spun round in a full 360 degree spin while the baby laughed maniacally.

This was considered a good omen.



How did the eight year old Airag feel about having his youngest brother elevated in rank beyond him? Well hopefully he was quite pissed, as that was the Queen's intention! She even granted the Baron a small plot of land on the outskirts of town. Now, if the Duke, Queen, and Grand-Duchess die, Baron von Freeden could technically claim the right to rule based on his higher noble rank and larger estate than Airag!

Urist would pit the potential usurpers against each other, and bide her time until she could get pregnant.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 10, 2010, 12:45:04 am**

Quote from: Plank of Wood on March 09, 2010, 01:58:43 pm
Ah yes, the Pyramid. Built by tortured bearded souls, cemented together to indestructibility by dwarvern tears and demon piss.

Their tears make the dwarves stronger. And the demon piss is cleansing.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 10, 2010, 12:48:46 am**

Airag is filled with impotent rage! His puerile mind seeks to solve his problems with a good drubbing!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 10, 2010, 01:16:52 am**

Spring 251

FPS: 136olis Rifotkûbuk. "Blockedlance"									
Animals		Kitchen		Stone		Stocks		Prices	
								Currency	
								Justice	
Created Wealth:		15245121*		Population:		55			
Weapons:		665726*		Miners		4		Champions	
Armor and Garb:		650899*		Woodworkers		None		Axe Lords	
Furniture:		3410894*		Stoneworkers		None		Swordsdwarves	
Other Objects:		2863636*		Rangers		None		Swordmasters	
Architecture:		4058940*		Metalsmiths		2		Hacedwarves	
Displayed:		3452716*		Jewelers		1		Hace Lords	
Held/Worn:		142310*		Craftedwarves		4		Hammerdwarves	
Imported Wealth:		2409679*		Nobles/Admins		10		Hammer Lords	
Exported Wealth:		455661*		Peasants		None		Speardwarves	
Food Stores:		12941		Children		10		Spearmasters	
Meat		11		Fishery Workers		None		Marksdwarves	
Fish		None		Farmers		10		Elite Mrksdurvs	
Plant		284		Engineers		1		Wrestlers	
				Trained Animals		A		Elite Wrestlers	
				Other Animals		A		Recruits	

"The booze stockpiles continue to dwindle, your majesty," warned Reaper the Beardless, Hoardmaster of Blockedlance.

"Well what's the worry? There's still over 4600 units of booze for 55 dwarves. How could that not be enough?" asked the Queen.

"Well, your majesty," explained Reaper, rubbing her chin where her beard used to be. "The dwarves like their booze. And....."

"Yes? And?"

"And to be frank, your majesty, the dwarves are worried that another 50 children are gonna pop out of my sister here and drink us all to oblivion!"

"My goodness!" cried Jwelettarette, who was attending court with the infant Baron von Freeden sucking at her left breast. "Don't blame me for doing my dwarven duty so well. You're just jealous you dont have your own! Why dont you just go back to Mogror Harbett and submit to your fate?"

"Yeah come back to me baby!" Mogror cried from the distance.

"Silence!" Queen Urist pounded on her adamantine throne, calling her court to order. "Reaper, your reports have been received. The booze stockpiles will be taken care of for now by our proficient brewer. When his skills are honed he will provide us all with more than enough booze. And if your fine sister has another fifty children then we will also have more brewers would we not? Now go. You are dismissed!"

"Yes your majesty," said Reaper with a bow. She gave her sister the evil eye on her way out.

"Now Jewelettarette, I have a question for you....are you pregnant again?"

"Yes your majesty," she nodded with an infant on each arm, and several toddlers crawling about at her feet.

The Queen furrowed her brow, paused, and then smiled. "You know, one of your sons will probably kill me....but I really do appreciate the whole baby thing! It's really good to see so many new slaves to Armok!" There was genuine affection in the Queen's voice.

"Thank you your majesty!" said Jewelettarette. The two dwarves smiled warm-heartedly at each other. It was kind of an odd moment, since they might actually end up killing each other one day....being a noble isnt all platinum goblets and fine pewter weapon racks you know. But that future trouble was years away, and for the time being, they could enjoy each others company.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 10, 2010, 05:52:42 am**

any plans for the millitary? , or do i have to go on a rampage in the fortress to fill my blood lust?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 10, 2010, 10:33:11 am**

Quote from: Ze Spy on March 10, 2010, 05:52:42 am
any plans for the millitary? , or do i have to go on a rampage in the fortress to fill my blood lust?

Rampage sounds fine to me. Ill put it in once I catch the story up to where Im at in the game.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 10, 2010, 10:37:28 am**

251 continued with Jewelettarette giving birth again, as well as this new tax collector making snide comments, ridiculous demands, and generally annoying everybody.

FPS: 104'xczxc' Govosoddom. "'xczxc' Leafcloisters". Tax Collector

Owned Objects: 24

Holdings:

Opulent Throne Room

Royal Bedroom

Grand Dining Room

4 Chests

4 Cabinets

2 Weapon Racks

2 Armor Stands

Needs: Office

Needs: Modest Quarters

Needs: Modest Dining Room

Needs: 2 Chests

Needs: 1 Cabinet

Needs: 1 Weapon Rack

Needs: 1 Armor Stand

Demands: item in Throne Room/Office

Mandates: Export of bucklers Prohibited

Enter: View thoughts and preferences. r: View relationships. y: Customize.

After first insulting the Queen by telling her that her kingdom was nowhere near the size of the Jade Irons, which had grown to almost become an empire, xczxc then went on to demand the Queen order the construction of something in her throne room. When asked what it was exactly she was demanding, xczxc made some vague generalizations and then marched off, mumbling something about how many nice things were in her throne room back at her old mountainhome.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 10, 2010, 10:47:09 am**

Year 252. Time marches on as quickly as if the Gods themselves were sleeping through it all.

FPS: 128olis Rifotkûbuk. "Blockedlance"1st Granite. 252. Early Spring

Animals

Kitchen

Stone

Stocks

Prices

Currency

Justice

Created Wealth: 15237526*

Weapons: 664026*

Armor and Garb: 646103*

Furniture: 3413852*

Other Objects: 2823949*

Architecture: 4077591*

Displayed: 3471200*

Held/Worn: 140805*

Population: 56

Hiners 3

Woodworkers None

Stoneworkers None

Rangers None

Metalsmiths 2

Jewelers 1

Crafted dwarves 4

Nobles/Admins 10

Peasants None

Children 11

Fishery Workers None

Farmers 10

Engineers None

Trained Animals A None

Other Animals A 27

Champions 11

Assassins None

Ass Lords None

Swordsdwarves None

Swordmasters None

Macedwarves None

Mace Lords None

Hammerdwarves None

Hammer Lords None

Speardwarves None

Spearmasters None

Marksdwarves None

Elite Hrksdurvs None

Wrestlers 1

Elite Wrestlers None

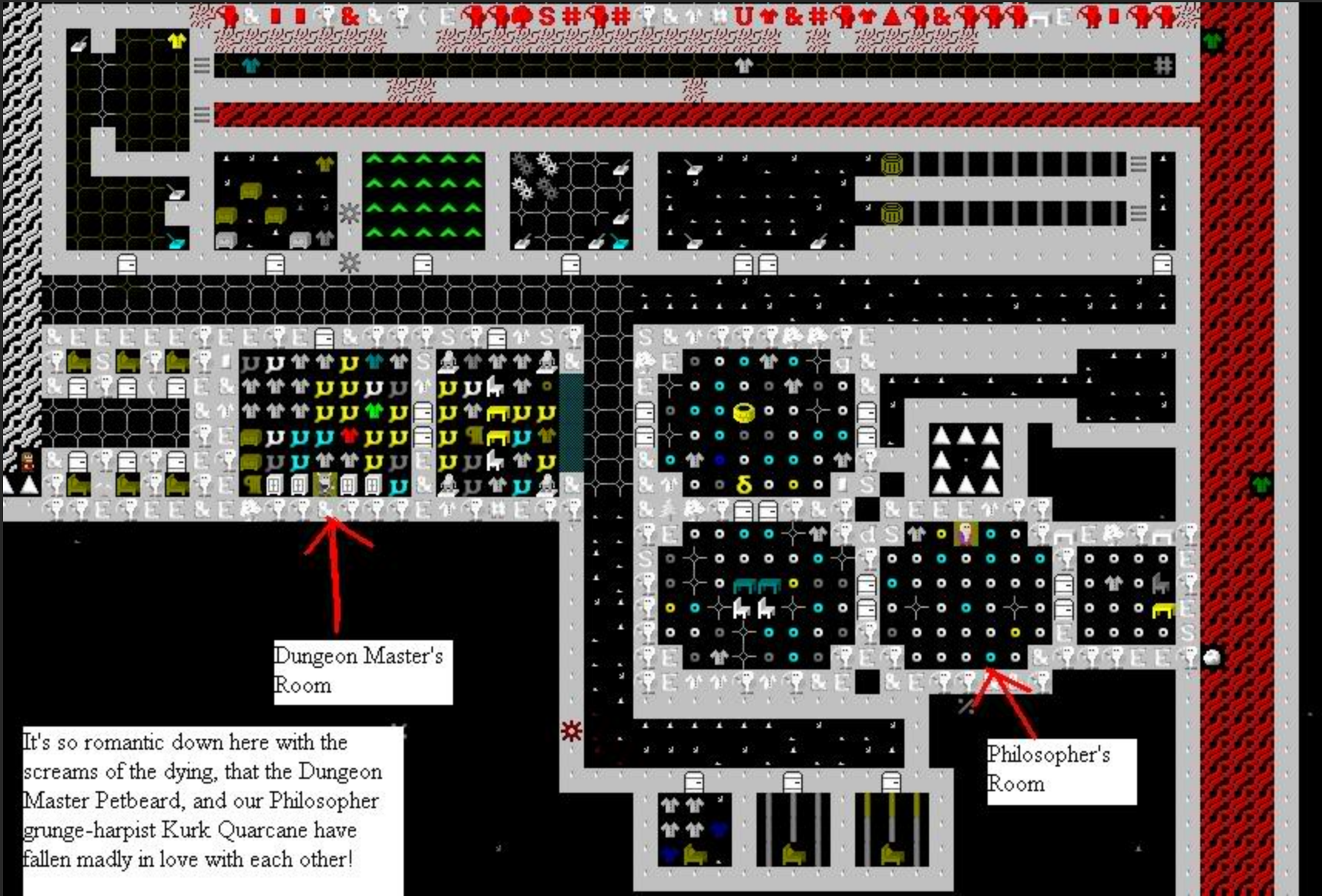
Recruits 3

Look at how many children are running around this fortress! One fifth of our population is a screaming, puking, pissing child. Ugh. If it hadn't been for the fact that these children were being raised as proper Armok worshipers, the Queen would certainly have killed them all. But she didnt trust the pagan peasants she had slaving for her now, and hoped she could one day replace them with proper blood bathers.

Meanwhile, another momentous occasion has occurred! Deep in the bowels of the temple death pits, where Kurk Quarcane and the Dungeon Mistress Petbeard make their home, romance has blossomed!

FPS: 137Relationships of the Court Musician 'Kurk Quorcane' Säkriθrigh>th		
Petbeard' Uvargamal' Dungeon Master		
Ber Delerber Atir Shin		Deity
Typoman' Listudib Nakisrab. Champion		Friend
Captain Coder' Lirshorast. Furnace Operator		Passing Acquaintance
Dullard' Thikutshadmal Rükalmuläsh Todör. Champio		Passing Acquaintance
Hogror Harbett' Dolushtun. Engineer of Death		Passing Acquaintance
Steve' Rimtartarmid. Weaponsmith		Passing Acquaintance
Airog' Anamsazir. Noble		Passing Acquaintance
xczxc Govosoddom. Tax Collector		Passing Acquaintance
Baroness Aldaris' Ushatatul. Master Stonecutter		Passing Acquaintance
Cerol Rulilral. Stonecutter		Passing Acquaintance
Argonnek' Ingisharist. Master Tanner		Passing Acquaintance
Hil' Anudsodel. Noble		Passing Acquaintance
Urdin Rovedolan. Clothier		Passing Acquaintance
Winston Smith' Mistêmstagshil. Stonecutter		Passing Acquaintance
Baron von Montague' Regish. Master Stonecutter		Passing Acquaintance
z: Zoom v: View Space: Done		
8293: Scroll Shift+Space: Back to Main		

Yes they have fallen in love! And how could they not, surrounded as they are with the screams of the dead and dying, and the eternal hauntings of tortured souls? Armok smiles upon this relationship, and hopes they soon get married. May this union be as bountiful as that between Jewelettarette and Khamero!



Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **March 11, 2010, 12:38:36 am**

Hooray, more variance for the gene pool!
Moose needs to be more social, for the good of the Blockedlance dwarf!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 11, 2010, 02:39:03 am**

err , did you really make me go on a rampage?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 11, 2010, 03:24:41 pm**

Quote from: Ze Spy on March 11, 2010, 02:39:03 am
err , did you really make me go on a rampage?

You dont want to earn your place in Dwarven Valhalla?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 11, 2010, 03:30:29 pm**

TRAGEDY!!!!!!
' Soviet Travolta ' Astingtak. Duke is taken by a fey mood!

The Duke has gone fey!!! Oh noes!!! Now he's going to go emo from not being able to find turtle shell!!!!!!
The Queen sends prayers to Armok for the continued sanity of her would-be love.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **March 11, 2010, 04:22:15 pm**

Quick, have the duke name a successor!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Tazgre**nt on **March 11, 2010, 10:51:22 pm**

Wow. I just spent the last 3 days reading this.

HOLY.
SHIT.
AMAZING.

And now, I'd like to be a part of it, if possible. Could I have some sort of stone or metal worker? If none of those are available, some sort of wood or craft dwarf. Name: Tazgre

nt. Make my eventual death dwarfy.

Title: **Re: Blockedlance - The Next Generation**
Post by: **HAMMERMILL** on **March 11, 2010, 11:50:19 pm**

Good stuff.

So how is Baron von Montague doing? I forgot what his profession even was.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Soviet Travolta** on **March 12, 2010, 03:57:41 am**

Quote from: MrGimp on March 11, 2010, 03:30:29 pm
TRAGEDY!!!!
The Duke has gone fey!!! Oh noes!!! Now he's going to go emo from not being able to find turtle shell!!!!
The Queen sends prayers to Armok for the continued sanity of her would-be love.

Oh come on! I'm swimming in billon and now all i want is turtle shell? Damn my noble genes. Never satisfied of anything! Anyway, going emo seems a pretty accurate reaction for having sexual intercourse covered in blood for several years.

Make the best of it, Mr Gimp!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Khamero** on **March 12, 2010, 06:16:13 am**

Whoo! Finally caught up to this thread, apparently I stopped getting updates on my mail and forgot all about these forums... :-[

But now I'm back again, and as the only apparent dwarf in this fortress not having my lance blocked either! Just figures what I'd do if I got a noble in bed... =D

...I wonder if the other male dwarves around there are getting jealous?
I also wonder how me and Jewelettarette met? Must have been when the pyramid was finished...

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 12, 2010, 11:12:09 pm**

Quote from: Tazgre

nt on March 11, 2010, 10:51:22 pm
Wow. I just spent the last 3 days reading this.

HOLY.
SHIT.
AMAZING.

And now, I'd like to be a part of it, if possible. Could I have some sort of stone or metal worker? If none of those are available, some sort of wood or craft dwarf. Name: Tazgrent. Make my eventual death dwarfy.

Sure. Tazgre

nt is a stonecrafter now. You're already legendary. You and the other surviving stonecrafter have already crafted the undesirable stones. But more are on the way as I expand the Dwarven Valhalla Cave, so you'll have more to craft soon.

And as a pagan your death will be very dwarfy. ;D

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 12, 2010, 11:21:22 pm**

Quote from: HAMMERMILL on March 11, 2010, 11:50:19 pm
Good stuff.

So how is Baron von Montague doing? I forgot what his profession even was.

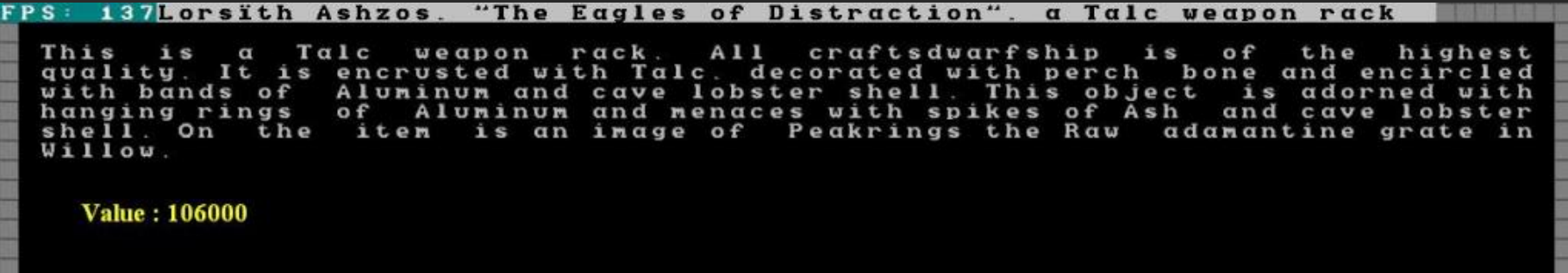
He's head of the Stonecutters, under the Duke. Since the pyramid is done I guess you and the other 'cutters have been hanging about socializing. Which is good. I'm getting everyone to hang out in a one-tile wide meeting area in an alcove under the waterfall. Hopefully you and the other Armok worshipers will start getting married and making more babies.

You were supposed to hook up with Moose, the Duchess' daughter. But now you're bunking with fellow Armok worshipping Stonecutter Baroness Aldaris. I dont really care who you end up tying the knot with though. JUST BANG!!!

:D

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 12, 2010, 11:37:30 pm**

After well over a month of gathering items from all over the fort, refusing to socialize, refusing to eat, and even refusing booze, Duke Travolta has come forth from his hiding place with this...



...a talc weapon rack.

Yay.

::)

The Queen was quite pissed.

"I dont get it Travolta!" shouted the Queen in irritation. "Why did you build this out of talc? If you're trying to make something legendarily awesome, why can't you think to use some Adamantine? I've left loads of it down there waiting to be had by you psychotic dwarves in your fits....and yet, you make nothing interesting! A talc weapon rack? Why cant you make a weapon or a shield, or some armor?"

"Uhhh..." mumbled the Duke. "I'm not an armorsmith."

"Yeah well you're not a mason or a stonemason either! What's with the picture of the artifact Adamantine table on there huh? Why would you want to remind people of what a semi-decent artifact is when they're looking at this piece of junk?! I can't believe I called an artifact table a semi-decent artifact! Thats how bad this talc weapon rack is!" The Queen was quite flustered by this point. The Duke was afraid to speak.

Finally he mustered the courage. "Sooo....you don't want it?"

The Queen sighed heavily and rolled her eyes. "Of course I don't want it! Why don't you give it to your mother? Talc is befitting a Grand-Duchess....not a Queen!"

"Yes, dear," replied the Duke as the Queen stammered off in frustration.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 12, 2010, 11:43:31 pm**

In more interesting news...



The Court Musician Kurk Quorcane has officially tied the knot with his beloved Dungeon Mistress Petbeard! Hopefully babies will soon be on the way! Full blooded noble Armok worshipers this time!

Urist had mixed feelings about Kurk, having once tried to awkwardly have a relationship with him. It had stopped short of blood soaked sex when Kurk was found plotting to kill her. But now that Kurk's spirit had utterly been broken (he sits all day playing depressing songs on his harp) the Queen was kind of happy to see him be put to good use breeding Armok worshipers for the next generation. Especially since the Dungeon Mistress was known for dominating, chaining up, and whipping her lovers. She knew Kurk was getting the treatment he deserved.

The Stonecutters are getting some part time work building a small mural inside the pyramid. An unimportant dwarf named Cerol accidentally walled himself in, and his spirit was given to Armok. While his family may provide a coffin for him in the catacombs, this will be as a memorial for them. His actual bones will remain interred in the pyramid until they rot to dust.



Title: **Re: Blockedlance - The Next Generation**
Post by: **Argonnek** on **March 12, 2010, 11:56:54 pm**

You know, if you wanted Queen Urist to attract the Duke, you could have a certain legendary, Armok-worshipping clothier make her a sexy outfit. *cough*

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 13, 2010, 01:04:05 am**

Well, I think Travolta's rack is pretty nice. :P

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 13, 2010, 01:22:42 am**

Quote from: Cheddarius on March 13, 2010, 01:04:05 am
Well, I think Travolta's rack is pretty nice. :P

I never noticed. Does he really have a nice chest? Never seen him take his shirt off in any movies.
(this is where the Sarcmark might actually be useful)

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 13, 2010, 02:16:55 am**

WALLS STOLE OUR DWARFS

honestly , Takin' what don't belong to 'em. That's how Walls roll.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **March 13, 2010, 08:29:25 am**

Holy shit skull arena? Also could you train Freeden to be a swordsdwarf?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 13, 2010, 11:28:07 am**

Quote from: Huesoo on March 13, 2010, 08:29:25 am
Holy shit skull arena? Also could you train Freeden to be a swordsdwarf?

You wont be grown up till the mid 260s, but sure. When the time comes, you can be our first Armok worshiping military dwarf.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 13, 2010, 11:42:18 am**

Chapter #14 - Fifty Years of Love

Spring 253

Animals Kitchen Stone ...									
Created Wealth: 15404524* Population: 57									
Weapons:		665026*		Miners				4	
Armor and Garb:		634330*		Woodworkers				None	
Furniture:		3521257*		Stoneworkers				1	
Other Objects:		2813294*		Rangers				None	
Architecture:		4124095*		Metalsmiths				2	
Displayed:		3514629*		Jewelers				1	
Held/Worn:		131893*		Craftsdwarves				4	
Imported Wealth:		2339498*		Nobles/Admins				11	
Exported Wealth:		459061*		Peasants				None	
Food Stores:		13014		Children				13	
Heat		104		Fishery Workers				None	
Fish		5		Farmers				9	
Plant		315		Engineers				1	
		Seeds		Trained Animals				None	
		Drink		Other Animals				19	
		Other							
		725							
		4602							
		7263							



This skull will mark the entrance into the depths of the adventure mode portion of the fortress. This is likely to be all I show you of the coming adventure mode fun, so you better enjoy it and shit your pants in anticipation! :D

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 13, 2010, 01:47:57 pm**

Oh my gosh. That is one awesome skull.
I, er, lost control a little.
Hopefully I won't miss anything while I go out and get some new pants.

But in all seriousness, that skull is really epic. I love the way how you accentuated the eyes with ramps. Could I maybe get on grinding masterwork wooden spikes to line the place with and skewer any unfortunate adventurers? Maybe make some sort of defensive fallback room where you go in and pull the lever, and spikes kill the seven 800-kill GCS's that are after you?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Tazgrent** on **March 13, 2010, 02:28:10 pm**

I'm already a legendary stonecrafter? I AM EXCITE.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 14, 2010, 03:12:19 am**

diray , sometime , somewhere :

i don't care if i die or not , but i am going on this rampage , i found out the use of the trinket that others presumed useless , its a revival watch , should i die , the watch will bring me back to live whenever i choose , but it doesn't heal injuries well , but it will recover all lost body parts too
i feel indestructable , even if the watch takes some time to recharge

Title: **Re: Blockedlance - The Next Generation**
Post by: **Phil_Z** on **March 14, 2010, 02:30:30 pm**

Quote from: Ze Spy on March 14, 2010, 03:12:19 am

diray , sometime , somewhere :

i don't care if i die or not , but i am going on this rampage , i found out the use of the trinket that others presumed useless , its a revival watch , should i die , the watch will bring me back to live whenever i choose , but it doesn't heal injuries well , but it will recover all lost body parts too
i feel indestructable , even if the watch takes some time to recharge

Iseewhatyoudidthere.jpg

Title: **Re: Blockedlance - The Next Generation**
Post by: **filiusenox** on **March 14, 2010, 03:11:04 pm**

Quote from: Phil_Z on March 14, 2010, 02:30:30 pm

Quote from: Ze Spy on March 14, 2010, 03:12:19 am

diray , sometime , somewhere :

i don't care if i die or not , but i am going on this rampage , i found out the use of the trinket that others presumed useless , its a revival watch , should i die , the watch will bring me back to live whenever i choose , but it doesn't heal injuries well , but it will recover all lost body parts too
i feel indestructable , even if the watch takes some time to recharge

Iseewhatyoudidthere.jpg

Fail.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **March 14, 2010, 04:53:19 pm**

MrGimp, can you pit me and ZeSpy against each other in the arena?

And can I be unarmed, and him with a copper hammer?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 14, 2010, 09:42:39 pm**

real men don't duel with hammers

also , i r bored

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **March 15, 2010, 07:27:58 am**

Nobody cares, go to

<http://chatroulette.com/>

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 16, 2010, 04:10:22 am**

nah , that "Bored" sentence means that i said that diary crap out of boredom , rightmate?

also , how far are you aready in the game?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Plank of Wood** on **March 16, 2010, 06:15:05 pm**

Find me a half crazy Dwarf who is secluded from society! And name him Pink!

(Easiest task EVER in this place)

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 17, 2010, 07:54:02 pm**

no really , someone asked for a random dwarf , and that is pretty much easier then having to find a certain dwarf

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 18, 2010, 01:02:53 pm**

Quote from: Akigagak on March 14, 2010, 04:53:19 pm
MrGimp, can you pit me and ZeSpy against each other in the arena?

And can I be unarmed, and him with a copper hammer?

I had something sorta similar in mind....but it may not be the arena. And both of you guys will be fully armed and armored.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 18, 2010, 01:03:37 pm**

Quote from: Plank of Wood on March 16, 2010, 06:15:05 pm
Find me a half crazy Dwarf who is secluded from society! And name him Pink!

(Easiest task EVER in this place)

Sure I can add you.

Didn't you already have a dwarf though? Or did he die?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 18, 2010, 04:34:51 pm**



Well, it happened at last! Actually....it didnt take that long really. I think they were only married for 9 months, and out popped a baby from Petbeard's bearded nether regions. Now there are two lineages of Armok worshiping nobles in this fort! And look at Zulban, an ARDENT worshiper of Ber Steelearthen the Dyes of Brightness (the Dye of Brightness being blood)! Ardent is even more intense than faithful. This kid doesn't fool around when it comes to worshiping Armok. He even baptised himself before the High Priest could get to it. Thats how ardently he worships the Blood God.

Having the broken dwarf Kurk Quorcane as a father, he was taught from day one NEVER to EVER go against the Queen.

Title: **Re: Blockedlance - The Next Generation**
Post by: **xczxc** on **March 20, 2010, 07:45:55 pm**

Yay for the baby, at last blockedlance is having a worthy armok-worshipper purples!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 01:29:54 am**

Looking through all the new children, I'm realizing that most of them are **ardent** worshipers of Ber Steelearthen/Armok, not just regular worshipers or even faithful worshipers..

I dont know how the game calculates religious zealotry, but its working great here! The dwarves seem to know that they have to raise these kids to be bloodthirsty and strong.

I like it! ;D

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 02:01:39 am**

Spring of Blockedlance's 54th year has arrived.

FPS: 147olis Rifotkûbuk. "Blockedlance"2nd Granite. 254. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		15609274*		Population:		59							
Weapons:		666726*		Miners		 4		Champions		 11			
Armor and Garb:		629144*		Woodworkers		 None		Axe Lords		 None			
Furniture:		3520945*		Stoneworkers		 1		Swordsdwarves		 None			
Other Objects:		2802237*		Rangers		 None		Swordmasters		 None			
Architecture:		4235157*		Metalsmiths		 2		Hacedwarves		 None			
Displayed:		3624448*		Jewelers		 1		Hace Lords		 None			
Held/Worn:		130617*		Craftsdwarves		 4		Hammerdwarves		 None			
Imported Wealth:		2324036*		Nobles/Admins		 11		Hammer Lords		 None			
Exported Wealth:		459311*		Peasants		 None		Spearwarves		 None			
Food Stores:		13142		Children		 15		Spearmasters		 None			
Heat		78		Fishers/Vendors		 None		Marksdwarves		 None			
Seeds		771		Farmers		 9		Elite Mrksdwrvs		 None			
Drink		4850		Engineers		 1		Wrestlers		 None			
Fish		14		Trained Animals		A None		Elite Wrestlers		 None			
Plant		249		Other Animals		A 28		Recruits		 None			
Other		7180											

Last year marked the 50th anniversary of the glorious death of the original pre-forum-thread Blockedlance. Now, this year marks the 50th anniversary of it's even more glorious reclamation!!!

The Queen spent much of the year partying. No peasants were invited of course.

The Queen Urist Sibrekkezat Anugrobek has organized a party at clear glass Statue.

Urist celebrated her squad's glorious attack on the demon infested hill five decades ago. She remembered marching in through the main entrance corridor and seeing the heaps of dead and burnt war dogs. There were dead and dying dwarves lying about. There was much wailing amongst the din of the battle. Urist's squad of marksdwarves had followed the axedwarves deep into that hell, and many had not come out. And all of those that did come out were mentally broken by what they had witnessed. Most were horribly burned and half mad from pain as it was.

Of all the madness and rage that followed, only Urist had survived. Her status among the group had grown when she had shot down Erush Shieldpaints the Trifling Flimsiness, a dwarf as mighty as his name. He had gone mad and killed several wounded brothers in arms, and had to be brought down. And brought down he had been. Following that, Urist served as the unofficial sheriff, keeping order in the hellhole. She had killed several more dwarves before shooting down the legendary dwarf known as the Grim Tribe. The Grim Tribe had earned his nickname by slaughtering every living thing he could in order to enslave them and become the warrior chieftain of an intangible spirit tribe in some kind of necrotic netherworld.

The Grim Tribe had killed every single remaining dwarf in the fortress before he came for Urist. Urist had no bolts remaining after the previous ordeals, and was backed into a corner in the old masons workshops. When the Grim Tribe entered the room, Urist bashed his skull to pulp with her crossbow, becoming a dabbling hammerdwarf in the process.

Urist was the sole survivor. She was stronger for her suffering. Now she was Queen. She celebrated all these things, and gave thanks unto Armok.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 02:13:44 am**

The Queen was not only celebrating the 50th anniversary of the reclamation, she was also celebrating her 100th birthday this year!

She was less apt to celebrate this depressing milestone however. She was depressed at having no heir. Dwarves only live 150-170 years. Why was the Duke taking so long to commit to children and marriage? Could men really hate kids even more than the Queen did?

Either way, he was delaying her dynasty, and as punishment she had Jewlettarette elected mayor again, sending the Duke yet again out of the mayoral office.

Duchess	' Slemsvamp ' Enolasob. Grand Du
Philosopher	' Kurk Quorcane ' Sákrithright.
Tax Collector	' xczxc ' Govosoddom. Tax Collec
Dungeon Master	' Petbeard ' Uvarasmel. Dungeon
Mayor	' Jewelettarette ' Libadoltar. N
Metropolis Manager	' Moose ' Dod&ktangak. Noble
Hoardmaster	' Reaper the Beardless ' amidmeb
Metropolis Broker	' Airag ' Anamsazir. Noble
Captain of the Guard	VACANT

As mayor Jewlettarette's first official act was to have her son placed in her old position as Trader. Yes folks, Airage has finally come of age.

The Queen is not immediately threatened by this young puke, but she will of course be watching him like a hawk.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 02:18:11 am**



The Dungeon Mistress has given birth again! Another ardent worshiper of the Blood God! Her name is Datan Noblerope. I dont know whats so noble about rope, but at least it has noble in it.

This child is quite a dwarf however. She was not one month out of her mother's womb when she began crying for lack of booze. ;D

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 02:19:49 am**



Okay plank of wood, here is your dwarf Pink. He is an ardent worshiper of Armok, is a grand son of the Grand-Duchess, a younger brother to Airag, a loner, and not easily moved to pity. He's quite a dwarf.

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 22, 2010, 02:00:17 pm**

Hehe, that's quite a line of children in the booze stock pile, isn't it ;)

Title: **Re: Blockedlance - The Next Generation**
Post by: **mythmonster2** on **March 22, 2010, 05:06:11 pm**

Have the next possession be by *scare chord* **the ghost of Myth**. After inspiring the artifact, the ghost will whisper traitorous thoughts into the poor dwarf's mind. And then make there be a really flashy exorcism with magma! And yes, I am hyper as hell!

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 22, 2010, 10:04:53 pm**

I believe there's already one hapless restless spirit roaming the grounds, possessing people.

Now we wait for Imhotep to rise!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 10:43:51 pm**

Quote from: [mythmonster2](#) on March 22, 2010, 05:06:11 pm
Have the next possession be by *scare chord* **the ghost of Myth**. After inspiring the artifact, the ghost will whisper traitorous thoughts into the poor dwarf's mind. And then make there be a really flashy exorcism with magma! And yes, I am hyper as hell!

Your spirit is safely entombed in the Hell of Shattered Bone. There is no escape. Also, like The Architect said, we're full up of dwarf possessors.

But I can give you a new dwarf if you want.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 10:53:29 pm**

Im gonna give you guys a glimpse into the future.

It is long after the fall of Blockedlance, the corpses have rotted and the ashes blown away. Still, many songs and drunken bar chants have made their way among the mountain halls of the dwarves. Many of these songs are said to contain clues to the fabulous treasures of Blockedlance. I have for you now a rare written copy of one of these old songs, preserved by dwarven blood monks. It is only the torn fragment of a much larger song. It contains the first two verses of an ancient beer song called 'The Funeral Dirge of the Adventurer'. It is written in dwarvish, and must be translated into lowly human speak before it will yield you its wisdom.

Dunan Dwarf Rigeth Onol
Irol Num Ozkak Babin
Shash Sholil Erar Deg
Adas Deler Adil

Inir Zas Ecem Deg
Linem Isrir Okbod
Enkos Kirar Deg
Am Nekol Ker

EDIT - I had some words wrong. Im an asshole.

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 22, 2010, 11:04:19 pm**

Quote from: xczxc on March 01, 2010, 10:56:16 pm

3 days ago

It took you 3 days.... fuck me, I'm retarded. I started March 10th, and I'm STILL NOT DONE!!! lol :P

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 22, 2010, 11:16:06 pm**

Wait cancel that last post just finished. yay!!!

Ok to make myself feel like I didn't waste my life can I have a guy that is named Johann Schmidt. I want him to scheme, if possible I want him to be the queens son or someone that looks up to the queen and that wants to carry one the legacy of cleansing the grained souls with the etched marks of screams... my attempt at emo poetry. YAY if finished! I'm gonna go get wicked high and its 1 am.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 22, 2010, 11:24:54 pm**

Gar, can't you just tell us what the poem means?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 11:31:05 pm**

Quote from: Cheddarius on March 22, 2010, 11:24:54 pm

Gar, can't you just tell us what the poem means?

All will be made clear when the time is right. Until then, only truly bearded dwarves will have the sacred knowledge.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 22, 2010, 11:45:19 pm**

Quote from: r3d5kull on March 22, 2010, 11:16:06 pm

Wait cancel that last post just finished. yay!!!

Ok to make myself feel like I didn't waste my life can I have a guy that is named Johann Schmidt. I want him to scheme, if possible I want him to be the queens son or someone that looks up to the queen and that wants to carry one the legacy of cleansing the grained souls with the etched marks of screams... my attempt at emo poetry. YAY if finished! I'm gonna go get wicked high and its 1 am.

Yeah Ill make you the eldest son of the Dungeon Mistress and the Philosopher. You have no legitimacy, but you could claim that because all of Jewlettarette's kids are half-pagans, that they are unfit to rule. Since you are full-blooded noble and are the oldest son of a Dungeon Master, you maybe could claim some right to rule. Its definitely room for plotting and scheming, and if you're loyal to the Queen then she may use you against Airag and his brothers if need be.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 22, 2010, 11:55:08 pm**

Time for collaborative puzzle solving!
This is what I have right now:
Spoiler: Translation (click to show/hide)
I'm using the language_DWARF file. Allcaps means I couldn't find the translation.
Face DWARF RIGETH mountain
North windstorm AZKAK friend
Hell stick-of-wood leader way
Pass steel wall

Decline crystal tube way
LINEM ultimate doom
Taker KIRAR way
Open NEKAL eye
Spoiler: Interpretation (click to show/hide)
The poem instructs the listener to apparently face the mountain (which one? The great pyramid, probably, or the main dwarven mountain if there is one). The second line is complete gibberish - north? A windstorm? A friend? Perhaps enter through the north entrance, or face north when entering (the south entrance)?
The third line seems like gibberish, but it my yet yield information. Stick-of-wood - a spear? And reference to a "way"; perhaps it means "go the way where there are engravings of a spear and the leader in order to enter the hell that is Blockedlance" or something - lance! Lance, that's it! The leader of Blockedlance - enter where there's an engraving of Queen Urist?
Then pass the steel wall. Not sure what that means. Maybe there's a fork, and the steel path is the correct one.
Then go down the crystal tube - fairly straightforward, meet the tentacle demons or whatnot, take a certain path. Uncertain about KIRAR - it doesn't appear in the file. And then open an eye of some sort to get the treasure.

Does anyone else know the other translations?

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 23, 2010, 10:01:05 am**

Quote from: MrGimp on March 22, 2010, 11:45:19 pm

Yeah Ill make you the eldest son of the Dungeon Mistress and the Philosopher. You have no legitimacy, but you could claim that because all of Jewlettarette's kids are half-pagans, that they are unfit to rule. Since you are full-blooded noble and are the oldest son of a Dungeon Master, you maybe could claim some right to rule. Its definitely room for plotting and scheming, and if you're loyal to the Queen then she may use you against Airag and his brothers if need be.

Yes! Long live Queen Urist.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Maggarg - Eater of chicke** on **March 23, 2010, 10:06:26 am**

Even all that doesn't necessarily mean you'll live all that long.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 23, 2010, 12:24:55 pm**

Quote from: Cheddarius on March 22, 2010, 11:55:08 pm

Time for collaborative puzzle solving!
This is what I have right now:
Spoiler: Translation (click to show/hide)
I'm using the language_DWARF file. Allcaps means I couldn't find the translation.
Face DWARF RIGETH mountain
North windstorm AZKAK friend
Hell stick-of-wood leader way
Pass steel wall

Decline crystal tube way
LINEM ultimate doom
Taker KIRAR way
Open NEKAL eye

Spoiler: Interpretation (click to show/hide)

The poem instructs the listener to apparently face the mountain (which one? The great pyramid, probably, or the main dwarven mountain if there is one). The second line is complete gibberish - north? A windstorm? A friend? Perhaps enter through the north entrance, or face north when entering (the south entrance)?
The third line seems like gibberish, but it my yet yield information. Stick-of-wood - a spear? And reference to a "way"; perhaps it means "go the way where there are engravings of a spear and the leader in order to enter the hell that is Blockedlance" or something - lance! Lance, that's it! The leader of Blockedlance - enter where there's an engraving of Queen Urist?
Then pass the steel wall. Not sure what that means. Maybe there's a fork, and the steel path is the correct one.
Then go down the crystal tube - fairly straightforward, meet the tentacle demons or whatnot, take a certain path. Uncertain about KIRAR - it doesn't appear in the file. And then open an eye of some sort to get the treasure.

Does anyone else know the other translations?

Pretty good so far!

Spoiler: hints (click to show/hide)

The words that arent matching are words that have dashes and stuff above the vowels. You could try searching for the words by their first or last syllable, or try searching for them in-game.

Also, word endings, tenses, and conjugations arent handled in the dwarven language. So, for example, Drink, Drank, Drunk, Drinking, Drunken, Drinker, and Drinks would all be the same word in dwarvish. So feel free to play around with the words to make more sense.

Oh crap....and I had a word wrong. I edited the post.

Dunem should have been Dunan. Whatever dwarf wrote this poem must've been drunk.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Chaoseed** on **March 23, 2010, 02:43:03 pm**

Quote from: MrGimp on March 23, 2010, 12:24:55 pm

Oh crap....and I had a word wrong. I edited the post.

Dunem should have been Dunan. Whatever dwarf wrote this poem must've been drunk.

Worse than that...*sober*.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 23, 2010, 06:52:25 pm**

Updated.
Can you confirm that nekal is not, in fact, "r-kal"?
And that Azkak is not Askak?
And that Dwarf is actually a word, or should it just be dwarf?

Spoiler: Translation (click to show/hide)

Crawl DWARF craft mountain
North windstorm AZKAK friend
Hell stick-of-wood leader way
Pass steel wall

Decline crystal tube way
Face ultimate doom
Taker right way
Open NEKAL eye

Spoiler: Interpretation (click to show/hide)

Crawl into the crafted mountain - the pyramid. The pyramid crafted by dwarves?
The second line is complete gibberish - north? A windstorm? A friend? Perhaps enter through the north entrance, or face north when entering (the south entrance)? Azkak may be Askak, "scorpion" - that may yield a clue.
Go the way that is associated with hell and Queen Urist, possibly wielding a spear
Pass the steel wall.
Then go down the crystal tube.
Face the ultimate doom?
Take the right path.
Open some sort of eye. Possibly an "eerie" eye, if it is in fact r-kal, not nekal.

Does anyone else know the other translations?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Argonnek** on **March 23, 2010, 07:16:21 pm**

Decline, in English, also means to refuse or say no. It could be saying do not take the crystal tube.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 23, 2010, 07:20:58 pm**

Yeah, but we're not being offered the crystal tube, so that meaning of decline doesn't really apply.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **March 23, 2010, 07:49:39 pm**

Well, it could mean 'don't take the crystal tube' as in 'don't go down the crystal tube', or 'don't follow the crystal tube'.

Actually, that seems more likely than saying 'decline' as in 'to go down', since it isn't often it's used as anything but a way of refusing something politely.

Quote from: Cheddarius on March 23, 2010, 06:52:25 pm

Updated.
Can you confirm that nekal is not, in fact, "r-kal"?
And that Azkak is not Askak?
And that Dwarf is actually a word, or should it just be dwarf?

Spoiler: Translation (click to show/hide)
Crawl DWARF craft mountain
North windstorm AZKAK friend
Hell stick-of-wood leader way
Pass steel wall

Decline crystal tube way
Face ultimate doom
Taker right way
Open NEKAL eye
Spoiler: Interpretation (click to show/hide)
Crawl into the crafted mountain - the pyramid. The pyramid crafted by dwarves?
The second line is complete gibberish - north? A windstorm? A friend? Perhaps enter through the north entrance, or face north when entering (the south entrance)? Azkak may be Askak, "scorpion" - that may yield a clue.
Go the way that is associated with hell and Queen Urist, possibly wielding a spear
Pass the steel wall.
Then go down the crystal tube.
Face the ultimate doom?
Take the right path.
Open some sort of eye. Possibly an "eerie" eye, if it is in fact r-kal, not nekal.

Does anyone else know the other translations?

Yeah Dwarf just means Dwarf. Oddly enough, dwarves dont have a word for dwarf in dwarvish. So I just assumed they call themsleves dwarves, and everyone else got their word for dwarves from the dwarves.

Okay and on third glance, I fucked up again. I blame it on my bad eyesight from staring at computer screens all day. But yeah, lower case a's and o's look a lot a like in DF, and I was using the game to search for words (which was dumb, I shouldve used the file...lol).

Anyways, Azkak should be Ozkak, and Nekal should be Nekol.

Spoiler: More hints (click to show/hide)
Also, as a further hint...the language file differentiates stick from the word sticky, by implying a stick_wood, and stick_verb. I just mean stick, not necessarily a stick of wood. It could be a stick of stone or metal. I would rather have used the word rod, but dwarvish doesnt contain such a word.

Further hint, Dwarvish doesnt have a word for descend. Or even down. Apparently these stout obstinate stubborn dwarves just decline everything.

Updated.
When can we expect a save to try this out?

Spoiler: Translation (click to show/hide)
Crawl dwarf craft mountain
North windstorm carry friend
Hell stick leader way
Pass steel wall

Decline crystal tube way
Face ultimate doom
Taker right way
Open skull eye
Spoiler: Interpretation (click to show/hide)
Crawl into the crafted mountain (as opposed to the natural one) crafted by dwarves. Enter pyramid, that is.
The second line is complete gibberish - north windstorm carry friend? Carry your friend north, into the windstorm? The windstorm will carry your friend to the north? Carry the windstorm north, friend?
Go the way of Blockedlance's leader, Queen Urist. Probably.
Pass the steel wall.
Then go down the crystal tube.
Face the ultimate doom?
Take the right path.
Open the skull's eye - likely the skull mural on the first floor.

Quote from: Cheddarius on March 23, 2010, 08:25:39 pm

Updated.
When can we expect a save to try this out?

Spoiler: Translation (click to show/hide)
Crawl dwarf craft mountain
North windstorm carry friend
Hell stick leader way
Pass steel wall

Decline crystal tube way
Face ultimate doom
Taker right way
Open skull eye
Spoiler: Interpretation (click to show/hide)
Crawl into the crafted mountain (as opposed to the natural one) crafted by dwarves. Enter pyramid, that is.
The second line is complete gibberish - north windstorm carry friend? Carry your friend north, into the windstorm? The windstorm will carry your friend to the north? Carry the windstorm north, friend?
Go the way of Blockedlance's leader, Queen Urist. Probably.
Pass the steel wall.
Then go down the crystal tube.
Face the ultimate doom?
Take the right path.
Open the skull's eye - likely the skull mural on the first floor.

Probably gonna be a while before you guys get a save. :(

Spoiler: last hint (click to show/hide)
Just like with stick, Toady wanted to differentiate wind from wind. As in, wind from the sky (or a storm) or wind as in winding up a clock. In game, 'num' can mean wind, winds, windy, as well as windstorm.

Same with other words. Taker can be take, takes, taking. Leader can be leads, leading, lead, and so forth. Try playing around with them.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 23, 2010, 08:38:44 pm**

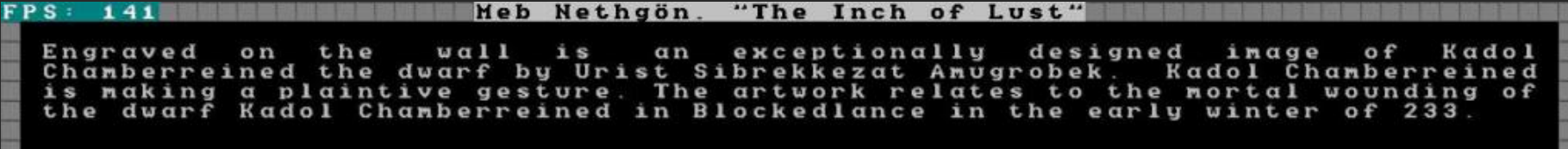
Hrmmmmm.
The north winds carry a friend?
Carry the north winds, friend?
The north wind carries... *something*, but what is it....
The stick of hell leads the way? The devil's trident?
Anyone else got any ideas?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Argonnek** on **March 24, 2010, 06:15:33 pm**

If the northern winds carry a friend, then it could mean that you will find aid in the form of a Giant eagle or Dragon, or possibly an engraving of a dragon/eagle. It could also refer to power produced by windmills as being good or friendly, maybe go north until you find a fork, and take the path that has an engraving of a dragon/eagle... But then what does carry have to do with it?
Maybe it has to do with which tiles have traps, and a two-wide corridor has traps all along one side. The side with the engraving of a flying creature is the safe one, that will "carry" you to your goal... but that doesn't address wind... or maybe an engraving of wind, or something wind-related.

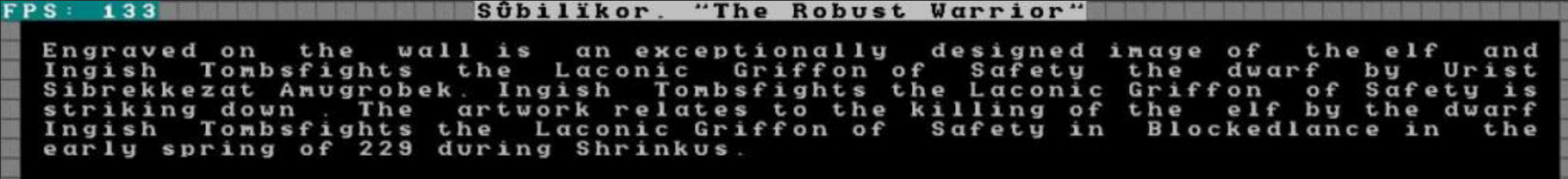
Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 24, 2010, 09:42:07 pm**

I used Dwarf Companion to make Urist miserable over and over again in the hopes that she would carve som morbid shit on the walls rather than her normal same old same old. Well...It didnt really work as well as Id hoped. There was this however...



I forget how he died. I think the flooding of the peasant quarters. I think in the flood this guy was killed by some berserk dwarf.

There was also this....



Ingish Tombfights makes an appearance hacking away at an elf. Ingish was recently possessed by Grigrak, then fed to the Beast of Microcline if you recall. It's good he makes an appearance on our fortress walls.

I'm gonna train Khamero up as an Engraver. Half his family died in the temple. Some as babies. So I bet that guy would carve some crazy shit that will do Armok justice.

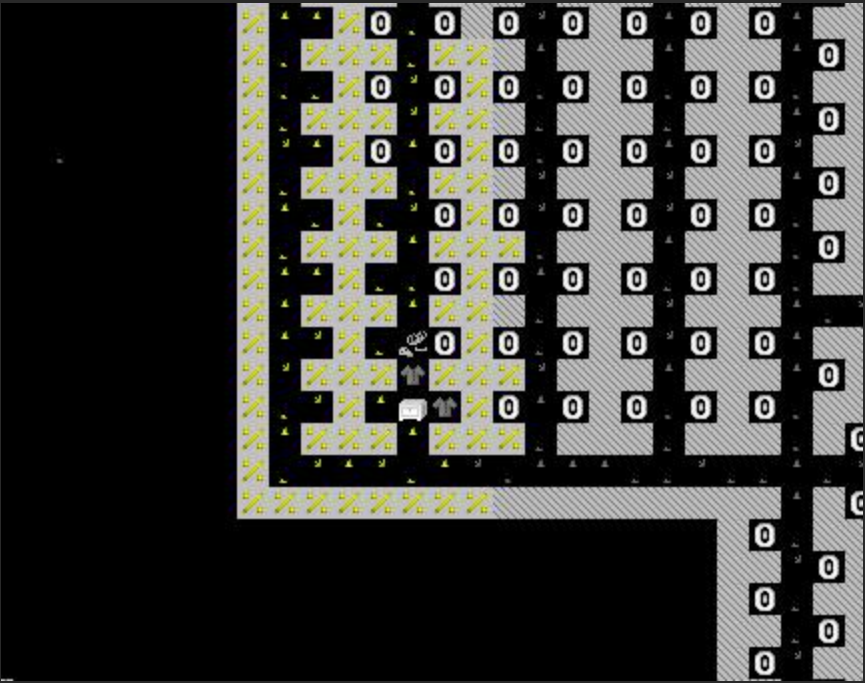
Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 24, 2010, 09:50:47 pm**

A SECTION OF THE CAVERN HAS COLLAPSED!!!



While digging out the rock from the second floor of the Dwarven Valhalla Cave, Fil fell one entire heisenberg unit....the height of a dragon, of a Titan or Colossus even....and was stunned.

He made a full recovery quickly.



Then another section of the fortress collapsed and fell five z-levels into the earth, opening a shaft into the catacombs and smashing up some unknown dwarves coffin. His coffin is gone but hes already considered buried by the game, now his bones will stay there forever. Ah well. I like the idea of unknown forgotten dwarven bones lying around the catacombs. Ads to the feel of the place.

What could I have been building that could have accidentally collapsed five z-levels into my fortress?

.....

I'm not telling.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Tradanbattlan** on **March 24, 2010, 09:58:08 pm**

Aaaaa, MrGimp! I don't like secrets, they turn around and backhand you later.
With spiked gloves.

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 24, 2010, 10:02:52 pm**

My interpretation of the poem.

Spoiler (click to show/hide)
Crawl? Hmm...Means something is forcing you to crawl. Like danger..
Craft mountain? Something big that they made. So, the pyramid, as was said.

North...obviously something in/to/near the north of the craft mountain.
Widnstorm, probably a windmill farm. May mark the entrance.
Carry...Ya...Maybe some kind of staircase at the entrance.
Friend.... Something to help you obviously. What type of thing? No clue. Wait, a lever?

Hell...Gonna guess something bad, like a trap or magma.
Stick...A tree? Or maybe a forge? A lone wall?
Leader...An engraving of Urist's succession as leader of blockedlace? Mayor's room? A noble's room? Go towards Urist's palace?
Way...Obvious.

Pass...It could be similar to a a mountain pass, so go between the steel walls.
Steel...Obvious.
Wall...Obvious.

Decline...Don't go that way or go that way...I see the dictionary says: "to draw toward the close, as the day." So, maybe go NEAR the crystal tube but not down it.
Crystal...Probably some glass tunnel...Or ramps...Or something..
Tube...Can be tunnel or a pump (the pipe sections) or wooden axles (They look like tubes to me sometimes.)
Way...Obvious.

Face...Look towards or fight something. Maybe in the arena or look towards the arena. Maybe an engraving of spirits of fire.
Ultimate...Transition word? Or...It can be adamite.
Doom...Something bad obviously.

Taker...Just means take, this case, go right way.
Right...Obvious.
Way...Obvious.

Open...Pull a lever?
Skull...Either a coffin, graveyard, or the giant construction that looks like a skull.
Eye...Probably a bridge leading into one of the eyes of the skull.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 24, 2010, 10:35:57 pm**

Don't you love having your puzzles all figured out for you?

I think in future, it would be better to place clues in Notes within the save file. That way we get to figure them out ourselves as we look at the actual thing we are exploring.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 25, 2010, 09:25:44 am**

Well some people want me to tell more, others want me to tell less. I cant make everyone happy.

There will be more dwarven adventurer poetry to come. So dont worry. These two verses were just to test the water and see if Dwarvish could even work for this (it barely does....too few words). All I did was reveal a part of the poem which deals with the entrance, which I

already spelled out even before I put the poem up. The entrance wasnt the real hidden message in that poem, but you wont know what it is until you get inside the fortress. This fortress is designed such that even with the poem in hand, you will likely die several times.

But I hear ya. You dont want hints. From now on, youre on your own! ;D

Title: **Re: Blockedlance - The Next Generation**
Post by: **addictgamer** on **March 25, 2010, 02:12:54 pm**

Hehe...I Personally think there are enough clues for this segment of the poem.
Well, that's what makes DF fun, losing in skull pyramids.

Oh, I guess I should have put that in spoilers eh >.<

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 25, 2010, 06:32:35 pm**

I want hints. If others don't, you can put them in spoilers.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 25, 2010, 08:22:47 pm**

I think dwarvish should have more words for alcohol and drunken states. Like Eskimos have many words for snow to describe its many nuances, dwarvish should have more rock and beer related words.

We have the word 'drunk' to identify someone who has been drinking. We do at least have the word 'buzzed' to mean someone who is only slightly drunk. But Dwarves would have words for someone who was kinda-drunk, pretty-drunk, really-drunk, and falling-down-drunk. And maybe a separate word for someone who was drunk and puking.

Then of course there should be words to describe angry-drunks, happy-drunks, crybaby-drunks, and psycho-killer Charles Manson drunks.

How come there isnt a dwarvish word for rot-gut? Or hangover?

Or maybe they have those words but they describe what happens to them when they DONT drink. They should have a word for soberovers.

"Boss, I wont be coming to work today. I'm too sobered-over."

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 25, 2010, 08:26:05 pm**

Dwarves should have an entire branch of mathematics applied to determining, quantifying, and expressing how drunk they are.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 25, 2010, 08:42:25 pm**

Spring 255

FPS: 140olis Rifotkûbuk. "Blockedlance"3rd Granite. 255. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices	
								Currency	
								Justice	
Created Wealth:		15615283*		Population:		62		Champions	
Weapons:		652126*		Miners		4		Axe Lords	
Armor and Garb:		626783*		Woodworkers		None		Swordsdwarves	
Furniture:		3520466*		Stoneworkers		1		Swordmasters	
Other Objects:		2796861*		Rangers		None		Hacedwarves	
Architecture:		4246964*		Metalsmiths		2		Hace Lords	
Displayed:		3625336*		Jewelers		1		Hammerdwarves	
Held/Worn:		146747*		Craftedwarves		5		Hammer Lords	
Imported Wealth:		2310242*		Nobles/Admins		11		Speardwarves	
Exported Wealth:		474883*		Peasants		None		Spearmasters	
Food Stores:		14646		Children		17		Marksdwarves	
Heat		105		Fishers Workers		None		Elite Mrksdurvs	
Fish		35		Farmers		9		Wrestlers	
Plant		219		Engineers		1		Elite Wrestlers	
				Trained Animals		A		Recruits	
				Other Animals		A			

Urist turned 101 years old this year, her birthday being the first of granite. God was she old. She saw the new generation of Armok worshiping teenagers with their cobaltite earrings and sagging rope reed pants. Some of them had even gotten dimple-dye tattoos! It was disgusting! In her day kids never did such things!!!

Oh well. Her day was long gone now. Now it was on to new and better things. She sat in her alcove behind the waterfall. The Duke was with her, playing with a silk sock. Urist stared at him with contempt. Why was he not releasing his spores?

If she slept with anyone outside the Ducal family, surely Airag or his brothers would attack instantly, knowing their chance at power would soon be lost. Who else could she marry anyways? The Duke was the only noble worthy enough. Most of the other men in the fortress were far too young for the Queen....or were they?

Urist wondered a moment.

Airag was of age. And quite handsome. Is an 88 year age difference really a barrier to love?

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 25, 2010, 08:44:16 pm**

Quote from: Cheddarius on March 25, 2010, 08:26:05 pm
Dwarves should have an entire branch of mathematics applied to determining, quantifying, and expressing how drunk they are.

I wanna be one of the test subjects!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 25, 2010, 08:45:32 pm**

OH GOD OH GOD OH GOD OH GOD

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 25, 2010, 08:47:50 pm**

Quote from: r3d5kull on March 25, 2010, 08:44:16 pm

Quote from: Cheddarius on March 25, 2010, 08:26:05 pm

Dwarves should have an entire branch of mathematics applied to determining, quantifying, and expressing how drunk they are.

I wanna be one of the test subjects!

lol

BTW - Johann Schmidt is officially in. You'll be coming of age in about 11 years. Probably just in time to die. lol

I'm *hoping* to keep the story going till at least 274. But Urist wont die of natural causes until 304-324. So odds are she dies of unnatural causes. :D

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 25, 2010, 08:49:54 pm**

Lol, Maybe she'll cheat on someone with the man(me), I'll get her pregnant and claim the throne.... MUAHAHAHA!!!!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Mr. Penguin** on **March 25, 2010, 08:51:01 pm**

Quote from: MrGimp on March 25, 2010, 08:47:50 pm

Quote from: r3d5kull on March 25, 2010, 08:44:16 pm

Quote from: Cheddarius on March 25, 2010, 08:26:05 pm

Dwarves should have an entire branch of mathematics applied to determining, quantifying, and expressing how drunk they are.

I wanna be one of the test subjects!

lol

BTW - Johann Schmidt is officially in. You'll be coming of age in about 11 years. Probably just in time to die. lol

I'm *hoping* to keep the story going till at least 274. But Urist wont die of natural causes until 304-324. So odds are she dies of unnatural causes. :D

Urist should die of DIV (like HIV, but for dwarves). With all the bloodsoaked sex she has been having, it is bound to show up. :/

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 25, 2010, 08:52:47 pm**

Spoiler: Context (click to show/hide)

Quote from: MrGimp on March 25, 2010, 08:42:25 pm

Urist turned 101 years old this year, her birthday being the first of granite. God was she old.

...Airag was of age. And quite handsome. Is an 88 year age difference really a barrier to love?

Quote from: Cheddarius on March 25, 2010, 08:45:32 pm

OH GOD OH GOD OH GOD OH GOD

Quote from: r3d5kull on March 25, 2010, 08:49:54 pm

Lol, Maybe she'll cheat on someone with the man(me), I'll get her pregnant and claim the throne.... MUAHAHAHA!!!!

Better you than me, brother.

EDIT: Made more quote-friendly.

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 25, 2010, 08:54:10 pm**

Quote from: Cheddarius on March 25, 2010, 08:52:47 pm

Better you than me, brother.

I wanna sig this but I don't know how. :'(

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 25, 2010, 09:02:44 pm**

Click the Profile button in the top blue toolbar, click Forum Profile on the left, go down, and copy-paste the quote into the Signature box.

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 25, 2010, 09:25:41 pm**

Man it's to big...

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 25, 2010, 09:28:05 pm**

You can make a post in this thread (<http://www.bay12games.com/forum/index.php?topic=49316.0>), and link to it in your sig, like I do.

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 25, 2010, 09:33:37 pm**

Quote from: Cheddarius on March 25, 2010, 09:28:05 pm

You can make a post in this thread (<http://www.bay12games.com/forum/index.php?topic=49316.0>), and link to it in your sig, like I do.

Thanks I'm gonna use that

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 25, 2010, 09:36:54 pm**

Grigrak had floated for many years - this fortress. Disembodiment was the worst feeling ever. He yearned to be alive so strongly that he felt it even though he was unconscious and not in a body.

It was at this time, in early spring of 255, that Lord Akigagak confronted Spaher in the storage room, where the rebellious dwarf had been sulking off and on for many years.

Spoiler: note (click to show/hide)

Ze Spy's dwarf Spaher has been bugged and gets stuck in the storage room for seasons on end. Then he'll move, go do some stuff, then come back and get stuck. I dont know why. I almost got him in the arena last time he unfroze. But then he came back to the storage room, so thats where we make our scene...



"Hey Spaher!" shouted Lord Akigagak angrily.

"What do you want?" said Spaher gruffly.

"I want to talk to you!"

"Well....you're talking." Spaher still had his back turned to Akigagak.

"Why are you always hiding away up here Spaher? Why dont you sleep at your station like the rest of us?"

Spaher shook his head. "Go away Akigagak!"

"Hey that's LORD Akigagak to you!" Akigagak pounded his fist on his steel breast plate, making quite a racket.

Spaher didn't speak.

"You need to shape up Spaher. You're mouthing off to all the guys...they're getting sick of you!"

"I'm sick of them!" shouted Spaher, turning around in anger. "They dont know what a REAL warrior is!"

It was true. Spaher was mighty. Somehow...he was even mightier than Akigagak himself.

Akigagak's stats -

Creature details : dwarf (dakost Akigagak inethkivish abirgonggash) [id=9157]

Refresh

Apply

Heal

Hurt

General information

Damages

Skills

Mood

Profession

total XP : 415276

skill	level	xp
Wrestler	65	5448/7000
Shield User	35	3004/4000
Axeman	29	659/3400
Armor User	13	1515/1800
Intimidator	3	287/800
Consoler	3	208/800
Negotiator	3	188/800
Judge of Intent	3	215/800
Comedian	3	211/800
Pacifier	3	286/800
Flatterer	3	207/800

Strength

Agility

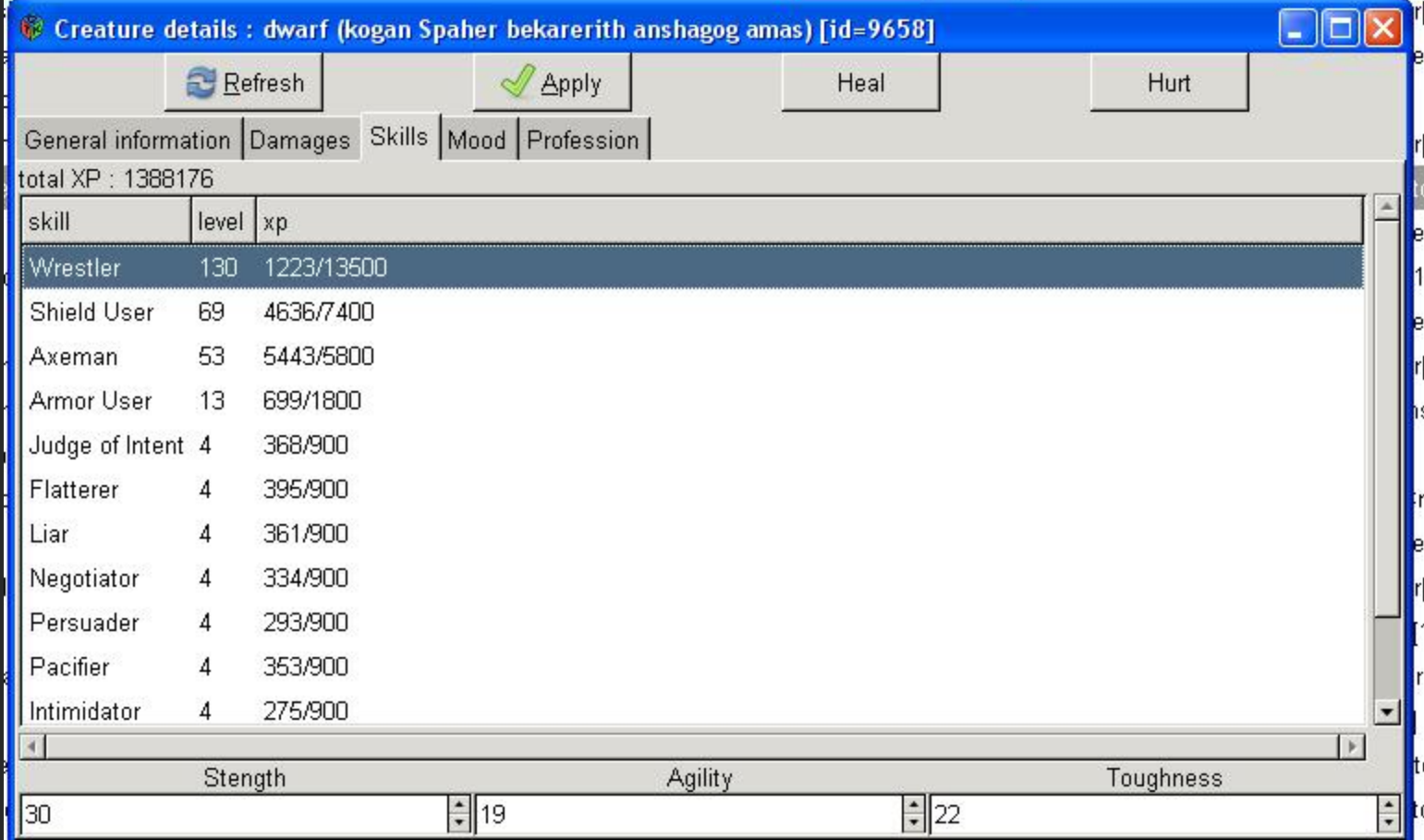
Toughness

12

15

10

Spaher's stats -



"I suppose you know what a warrior is huh? You sit up here by yourself because you dont know how to be a part of the team Spaher!" shouted the grizzled old dwarf. "Always thinking of yourself Spaher! All fight and no heart! Thats what you are kid!"

"ENOUGH!!!" Spaher shouted. He wanted to swing his axe at the old dwarf's head...he tried fighting the urge.

Then suddenly the spirit of Grigrak randomly intersected with Spaher, drawn by his hate. The raging bloodlust in both souls overloaded Spaher's adrenal glands.

"ARRRRRGHHHHH!!!!!!!!!" he shouted.

"Calm down soldier!" ordered Akigagak. It was no use. Spaher gripped his axe.

"DEATH TO AKIGAGAK!!! DEATH TO URIST!!!!!!!!" Spaher raised his axe and lunged. "AAAARRRRRGGGGGHHHHHHHHHHH!!!!!!!!!!!"

Title: **Re: Blockedlance - The Next Generation**
Post by: **Tradanbattlan** on **March 25, 2010, 09:41:38 pm**

Mein gott! Things are getting rather intense!

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 25, 2010, 09:43:46 pm**

Nice! Another lost soul, Feeding the thirst for blood

Title: **Re: Blockedlance - The Next Generation**
Post by: **Sindain** on **March 25, 2010, 09:57:18 pm**

Just finished reading.. Great epic story gimp, keep up the good work :D

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 25, 2010, 11:24:29 pm**

Quote from: MrGimp on March 25, 2010, 09:25:44 am
Well some people want me to tell more, others want me to tell less. I cant make everyone happy.

Actually, I don't have a problem with your hints. I have a problem with the fact that people can't help posting their solutions all over the thread for whatever reason. I don't know if it is showing off or whatever (it doesn't really take a clever person to look at the translations of the dwarvish words), but it's annoying. Even a simple riddle can be fun to figure out by yourself in its proper context, but to have people spout all over the thread for no good reason makes me unhappy.

I mean "no good reason". There isn't any good reason for that that I can see. Why would you even do that? At least some people had the courtesy to put it in spoilers.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 25, 2010, 11:37:56 pm**

Well, we're trying to figure out what it means. If we all post our ideas, maybe we can figure something out together.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 26, 2010, 12:45:46 am**

I don't recall any discussion involving solving the riddle, nor anyone requesting help with it. Spoilers were simply publicly posted.

And quite frankly, it's a simple riddle. If you really need help figure it out (besides the typos which have been corrected) then do it with PM's. Solving this simple riddle in its intended context, and using it to enter properly, would be fun. My point is that this is not something people need help to figure out, so there is no good reason for spoiling it.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 26, 2010, 12:49:54 am**

I have discussed solving the riddle and interpreting some of the stranger passages. I have requested help with it. I need help to figure it out. Just because you think the riddle is easy doesn't mean everyone else does.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Innominate** on **March 26, 2010, 02:20:25 am**

Quote from: Cheddarius on March 26, 2010, 12:49:54 am
I have discussed solving the riddle and interpreting some of the stranger passages. I have requested help with it. I need help to figure it out. Just because you think the riddle is easy doesn't mean everyone else does.

Then by all means, create a thread for that purpose. Don't clutter a story thread with unspoilered spoilers, and definitely don't fill it with stream-of-consciousness attempts at solving the riddle.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 26, 2010, 09:02:25 am**

MrGimp, what is your take on the situation? It's your thread, after all.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 26, 2010, 10:14:15 am**

Well I didnt mind you giving your thoughts on the adventurer song. I was hoping more people would get into it. But I can see others not needing or wanting help, so putting it in spoilers would make everyone happy.

Title: **Re: Blockedlance - The Next Generation**
Post by: **afrosquirrel** on **March 26, 2010, 03:29:49 pm**

I finally got around to creating an account, after following this thread for a while.

I notice that your fort seems to be lacking in Siege Engineers. I would like to offer my services as one.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 28, 2010, 06:40:22 am**

.....

i got nothing to say

honestly , how did i get stronger then Akigagak? by sitting in the storage room repeatedly?

now , i am right in the god damned storage room , fighting a old warrior who is praised by urist herself?

final words : WHAT THE HELL IS THAT?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 28, 2010, 03:59:49 pm**

Spaher lunged in slobbering bloodlust, sending Lord Akigagak flying into the storage room wall. The mightiest warrior of Blockedlance, and its greatest champion for many decades, had been struck down by a fellow dwarf.



Spaher ran out of the storage room shouting madly. Others took notice and began to flee. The other military dwarves ran towards the shouting and commotion.

Spaher paused to hack away at a couple horses that were in his way near the top of the stairwell. He saw the Grand-Duchess at one end of the old workshops and food storage area. He charged, but his delay in murdering the horses cost him. He could not get to the Grand-Duchess before one of Lord Dullard's men - a dwarf by the name of Samus - was already hacking away at the mighty berserk dwarf.



Spaher swung round and slammed his axe blade into Samus' gut. Reeling in pain, Samus fell back behind his arriving squadmates. One by one the dwarves fell to Spaher's axe. Even the mighty Lord Dullard was cleaved open and put to death. Returning to the fight, a wounded Samus joined the tired and wounded Typoman, barely managing to end the killing spree without the loss of their lives.



What a tragic rampage...



The loss was senseless and great. Samus and Typoman limped away from the fight leaving a trail of blood behind them. It was not long before they too succumbed to their wounds. The unofficial Royal Guard, the squad of the Held Lances, was now utterly annihilated.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 28, 2010, 04:03:02 pm**

All hail Akhier Kindsteel, the Drinker of Prices! He is our new mightiest warrior!



Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **March 28, 2010, 04:32:18 pm**

A tragedy. However, good to have a new champion.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **March 28, 2010, 05:18:35 pm**

I suppose someone should point out that it isn't a "new" champion.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 28, 2010, 06:34:35 pm**

Well, hes the new *reigning* champion. So that's something!

Sorry Akigagak. :(I was just as shocked at these turn of events as anyone else.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 28, 2010, 06:46:09 pm**

The Queen was devastated upon hearing of the death of Lord Akigagak, as well as the annihilation of the entire Royal Guard. What was Blockedlance going to do without the Held Lances? What was Blockedlance to do without Akigagak Citylancers? The feeling of impending doom was thick in the air. It was as if the golden age of Blockedlance - had there ever been such a thing - had passed away along with these great champions.

Queen Urist had the dwarves interred in the Valhalla Cave. Her once vast military was now 5 dwarves, only three of which were any use in a fight. (one is buggered up and the other is in a coma)

In an attempt to keep her mind off of the tragedies, Urist kept working and tending to fortress administration. The legendary glassmaker had died several years ago due to lack of shell. Urist's recent constructions had emptied Blockedlance's glass reserves, and so she made the craftsdwarf Tazgrent the interim glassmaker, until the Grand-Duchess' grandchildren came of age and could be worked.

Xanthius 2.0 had already come of age and replaced his brother Airag as trader.

FPS: 141	Relationships of Dungeon Master 'Petbeard' Uvarasmel
'Kerk Quorcane' Sákrithrigyth, Court Musician	Husband
'Johann Schmidt' Udzeson, Noble	Eldest Son
Datan Rithelgeden, Noble	Eldest Daughter
Rintar Nyotûndedak, Baby	Youngest Daughter
Sedel Liketshetbâth, Baby	Youngest Son
Ber Delerber Atir Shin	Deity

To keep from being consumed by the recent carnage, Urist kept her focus on her greatest achievement; that of growing a new dwarven lineage of Armok-worshippers. Jewlettarette had established a massive family already, and now Petbeard and Kurk were making their genetic presence known. They had four children already, with their eldest son being named 'Johann Schmidt'.

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **March 28, 2010, 07:05:37 pm**

And soon the Third Reich will return, I mean, Ummmm...

Lol Marvel Comics for the win!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 28, 2010, 07:52:04 pm**

Spring 256

FPS: 140olis Rifotkûbuk. "Blockedlance"				14th Granite. 256. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth: 15602652*				Population: 59									
Weapons:		656326*		Miners		 4		Champions		 5			
Armor and Garb:		639321*		Woodworkers		 None		Axe Lords		 None			
Furniture:		3520300*		Stoneworkers		 2		Swordsdwarves		 None			
Other Objects:		2790917*		Rangers		 None		Swordmasters		 None			
Architecture:		4273422*		Metalsmiths		 2		Hacedwarves		 None			
Displayed:		3635886*		Jewelers		 1		Hace Lords		 None			
Held/Worn:		86480*		Craftedwarves		 5		Hammerdwarves		 None			
Imported Wealth: 2250576*				Nobles/Admins		 13		Hammer Lords		 None			
Exported Wealth: 479130*				Peasants		 None		Speardwarves		 None			
Food Stores: 15149				Children		 18		Spearmasters		 None			
Heat 174		Seeds 850		Fishers Workers		 None		Marksdwarves		 None			
Fish 49		Drink 6856		Farmers		 8		Elite Mrksdwrvs		 None			
Plant 171		Other 7049		Engineers		 1		Wrestlers		 None			
				Trained Animals		A None		Elite Wrestlers		 None			
				Other Animals		A 31		Recruits		 None			

Here we can see the utter devastation of the military, and the five pitiful dwarves remaining. Our population is held up only by the Dungeon Mistress and Jewelettarette. Nearly one third of our population is a bratty stupid child.

Not long into spring, one of these stupid children has grown to a useful age. Yes, Calibur is now a man.

FPS: 136	'Calibur' Tenshedcatten. "'Calibur' Chancedchannel". Noble
'Calibur' Tenshedcatten has been ecstatic lately. He talked with a sibling lately. He admired a completely sublime Bed lately. He had a pretty decent drink lately. He slept in a great bedroom recently. He admired a completely sublime tastefully arranged Statue lately. He was comforted by a lovely waterfall lately. He was irritated by the sun lately. He is the son of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. He is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hanners of Smashing. 'Calibur' Tenshedcatten likes Conglomerate. Bismuth bronze. Prase opal. Highwood. horn. Rope reed Fabric. diamonds. spears. bucklers. cabinets. large gems and cows for their haunting moos. When possible. he prefers to consume rainbow trout. Dwarven beer and Dwarven wheat flour. He is in a constant state of internal rage. He does not have a great aesthetic sensitivity. He tends not to openly express emotions. He is trusting. He is not easily moved to pity. He finds rules confining. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.	

He's an interesting character. He is in a constant state of internal rage. Nice! ;D

He's also an ardent worshiper of Armok and not easily moved to pity. This new generation is quite a strong stock.



Speaking of the new generation, the Dungeon Mistress has named Johann Schmidt's younger brother 'Afrosquirrel', which is a very ancient and noble dwarvish name.

He is quite quick to anger, doesn't go out of his way to help others, and is completely disorganized. He sounds like me! :)

Title: **Re: Blockedlance - The Next Generation**
Post by: **Typoman** on **March 28, 2010, 08:54:38 pm**

aww i died :(to be expected though haha, glad to see i defeated my enemy (with help of course) before kicking the bucket myself.
still following this great story even if i don't post often hehe.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **March 29, 2010, 12:52:34 am**

WAIT , WHAT THE FUCK? DID I JUST KILL A MIGHTLY WARRIOR WITH JUST ONE FUCKING SWING?

ahem , what the hell man? , sorry , Akigagak , its not my fault that your dwarf died , who told you to try and pit your dwarf and mine against each other without asking for stats?

get it over , i just knocked your dwarf out of the game

also
Quote
Third Reich
NAZIS

Title: **Re: Blockedlance - The Next Generation**
Post by: **afrosquirrel** on **March 29, 2010, 11:41:22 am**

Excellent, I like Adamantine. When my mood comes, I shall create a worthy artifact!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Khamero** on **March 30, 2010, 11:49:42 am**

Nice work so far!
I guess Khamero is just running around making increasingly less shitty engravings and more babies these days? ;D

I wonder if I can convince Jewlerette to start up her own little personal guard, now that the queen is a bit shorthanded... Though you had the ending planned out already, right Mr Gimp?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **March 30, 2010, 09:40:27 pm**

Quote from: Khamero on March 30, 2010, 11:49:42 am
Nice work so far!
I guess Khamero is just running around making increasingly less shitty engravings and more babies these days? ;D
I wonder if I can convince Jewlerette to start up her own little personal guard, now that the queen is a bit shorthanded... Though you had the ending planned out already, right Mr Gimp?

Planned? PLANNED?

My dear sir, I have been winging this entire thread! I do have several possible scenarios bouncing around in my head, though. Its up to DF which one transpires. I'll be roughly as surprised by the ending as you guys Im sure.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Maggarg - Eater of chicke** on **March 31, 2010, 07:25:23 am**

Obviously what we must do is build a giant mechanical statue of death in honour of the fallen.
As if there wasn't already enough mechanical death, but whatever.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Khamero** on **March 31, 2010, 03:47:57 pm**

Well, if you are open for suggestions...

Spoiler (click to show/hide)
Having grown a spine from all those kids, perhaps Khamero could persuade Jewlerette to create a new guard, chosen by her personally?
As a gift to the queen, to take some of that weight off her back, you know, just being helpful with defending the fortress... =D
I mean, the queen is getting old after all... Cant do everything by herself, right?
Sure, it will lead to ruin and the decapitation of my entire family, you know, but heck, as you said, my entire family died by her hands.
Surely, he is holding some kind of grudge... I mean, who isint in that place?

And IF everything goes to the executioners, I would like to flee to Eagles private cave, either for a solitary life as a hermit, or to be mercilessly killed in his traps. I can understand that the hermit should stay a hermit. I do hope for Jewlerette to go for the throne though, I'll support her each inch of the way! Propaganda engravings!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 03, 2010, 01:05:27 am**

Armok sat in his burning hellhole lair deep under Blockedlance. He was quite enjoying himself. His chosen dwarf Urist had bred a line of ardent and faithful worshipers of Armoks great self, and sacrificed enough elves, dwarves, goblins, and kobolds to give Armok enough

spirit energy to wage war with the elven gods for another million years.

It was there, as he sat on his throne of amberized blood enjoying his great successes, that he felt the chill go down his spine. He knew what it was immediately, due to his godly intuition. He was gripped with great apprehension. It was as if the great judge of the universe had slammed down his adamantine gavel and sentenced the universe to a great reckoning.

Could it be so?

Long ago there had been a prophecy. This prophecy foretold of the time of Ragnarok. It was said that if the Blood God should ever rise from his prison, that the old gods would rise from the ancient ethereal plane to do battle with the forces of evil. Among the elves, the battles outcome was guaranteed to their gods. But Armok knew that victory was his!

The location of Ragnarok was not foretold in the old lore, but Armok knew that the old gods would attack the heart of his power. They would strike at Blockedlance, and his dwarven Cult of Blood.

There would be much clawing of flesh and gnashing of teeth.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Tradanbattlan** on **April 03, 2010, 01:10:36 am**

I have one thing to say.
Shit's about to get real.

Title: **Re: Blockedlance - The Next Generation**
Post by: **gumball135** on **April 03, 2010, 11:44:26 am**

Good to see you're finishing this off.
Would you mind making a copy of the save at this point in time so we can mess around in Fortress Mode ourselves while there are still some dwarves alive?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Plank of Wood** on **April 03, 2010, 06:23:16 pm**

Horatio, the Old Gods are going to try to attack Blockedlance...

Well Frank, it looks like this Lance...

... Is about to get Blocked.

YEAA

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **April 04, 2010, 12:58:00 pm**

No Mercy
No Hope
FINAL DESTINATION

Title: **Re: Blockedlance - The Next Generation**
Post by: **Huesoo** on **April 04, 2010, 03:57:19 pm**

Spoiler (click to show/hide)

I hope my baby ass doesnt get impaled.

Title: **Re: Blockedlance - The Next Generation**
Post by: **filiusenox** on **April 05, 2010, 04:22:59 pm**

Quote
I hope my baby ass doesnt get impaled.

That sounded so wrong.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 06, 2010, 10:18:33 am**

Quote from: Moose Fisher on April 04, 2010, 12:58:00 pm
All War
No Mercy
No Hope
FINAL DESTINATION

Fix'd

Title: **Re: Blockedlance - The Next Generation**
Post by: **Mangled** on **April 06, 2010, 07:27:06 pm**

Ach it's only Ragnarok just set the door as forbidden.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 07, 2010, 01:58:51 am**

CRASH

WHO SENT ALL THOSE DOORS TO FIGHT?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Plank of Wood** on **April 07, 2010, 07:22:48 am**

You know shit's gotten real in this game when it can knock down a forbidden door.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 07, 2010, 09:42:47 pm**

Well Ive been trying the new DF when I get spare time, haha, sorry for the lack of updates. (Dont put any new DF spoilers in the thread please....I havent hit the new HFS yet and Im trying to keep my fingers in my ears!)

Im a little ahead of the story right now. Ill try to post some updates later.

I have backup saves of the fort for every spring since that one elf prancing incident where I lost the save. So that goes back to 237. Then I have some saves before that. So I can let people check out certain dates in the fortress no problem.

Oh man....I got a new job. In the OC (orange county) too! You know that show the OC? Or that other one the Hills? With all the rich shitty people? Yeah. Thats where I work now. My boss just bought a seven million dollar home right on the beach. My other boss has a 9 million dollar home. All three partners of this company have many tens of millions of dollars, maybe even a hundred million or two for one of the guys.

Douchebags.

I wanna be a rich douchebag too though, so Im slaving for them. Its a programming job...and unlike my last employer, these people can afford to pay. I just gotta work like a bitch for shit money for two months. Then I make slightly less shit money. Then...who knows? They really seem to like me so far (because I work hard for nothing). The other spoiled workers there complained and were cussing the lobby guy out because the building AC wasnt cold enough for them the other day. Fucking nobles. Oh boo hoo its so hot. I barely noticed it. Ive worked on factory assembly lines before. THAT is a hot workplace. Not no damn beachfront office tower with constant AC.

Nobles. ::)

Its nice though. I havent yet fulfilled my mission of becoming a filthy shitty noble....but Im like, a legendary craftsdwarf or something close to it. Someday soon Ill be able to afford a room with some engravings and a couple birchen chests!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 08, 2010, 01:48:15 am**

Cool , Gimp

lets just hope his new boss ain't a asshole

Title: **Re: Blockedlance - The Next Generation**
Post by: **Innominate** on **April 08, 2010, 02:38:55 am**

Good luck with that! I'm working towards becoming a Legendary Programmer as well, but I have ACTIVITY_LEVEL at 20, which makes things difficult. I'd estimate my skill at Proficient: I'm fine with access to the internet or the luxury of fast compile times (for spotting mistakes mainly), but I haven't even gotten to the hard stuff; when you're wading knee-deep through bitwise operators with aplomb and plucking incomprehensible algorithms from the ether, that's when know you've hit Legendary.

What sort of programming work is it?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 08, 2010, 10:44:51 am**

Its web development. Front end and back end. Ive built a couple landers so far. Just simple pages they can put out in ad campaigns. There are 88 domains on the list I am the programmer for. Ive built 2 landers so far. 86 more to go.

My main project though, has and will be building the CRM (big interactive customer database) and linking it to the telemarketing division with APIs that link to individual agent computer phones. So somebody lands on one of our pages and clicks it,a box comes up asking for their phone number. They put it in, and it goes to our system which hooks them up with the next available agent and calls both the agent and the customer at the same time. Then the agent does his spiel, and if the customer says yeah then the agent puts their info in, name number email, blah blah blah. Then that goes into the CRM and the contact info goes into email, mail, and phone spam campaigns.

Typical corporate douchebaggery. And now Im programming it. I have sold my soul to Armok. And it feels good.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **April 08, 2010, 02:50:25 pm**

Quote from: MrGimp on April 08, 2010, 10:44:51 am

Typical corporate douchebaggery.

That doesn't sound like douchebaggery at all. It's simply a way to organize information for profit. After all, a company can't survive without money. No money means no jobs.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **April 08, 2010, 03:15:26 pm**

I'm pretty sure that qualifies as total douchebaggery.

However, if people are stupid enough to give their phone number online, they somewhat deserve it.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **April 08, 2010, 03:20:57 pm**

Whoops, I somehow glossed over the last part. Yeah, spam messages are annoying.

There would likely be a warning about that occurring if the customer puts in their info... Right?

Title: **Re: Blockedlance - The Next Generation**
Post by: **gumball135** on **April 08, 2010, 05:59:47 pm**

"I have backup saves of the fort for every spring since that one elf prancing incident where I lost the save. So that goes back to 237. Then I have some saves before that. So I can let people check out certain dates in the fortress no problem."

Sounds great. Thanks a lot, Gimp.
Good luck with yer new job. Even if it is evil :P

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 08, 2010, 06:32:20 pm**

Quote from: Moose Fisher on April 08, 2010, 03:20:57 pm
Whoops, I somehow glossed over the last part. Yeah, spam messages are annoying.
There would likely be a warning about that occurring if the customer puts in their info... Right?

Yeah its all in the terms of service and privacy policy. If they bother to read it.

But were not selling male enhancement pills or anything. Its for home loan modifications. So the people have to search loan mods to get to one of our landers, then fill out our form and everything before we can do anything evil. So theyre willing victims. Or at least compromising their privacy for the convenience of getting a loan mod online.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 19, 2010, 12:29:46 am**

Damn, the new DF is awesome!

I built a settlement called Bouldermares atop a volcano in a broad leaf tropical forest. I have the volcano magma pipe, a couple magma pools, and a magma sea. I just struck adamantine. I have a couple massive cave complexes. One has a giant cave spider in it, which I sealed off. Then theres another one that spans 50 someodd z-levels. Im building the fortress on the shores of an underground ocean glorified mud puddle, 100 z-levels below the surface. Safe from that accursed sun..

Updates to this story will come soon, I promise! I will not let these dwarves go gently into that good night!!!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 19, 2010, 02:44:20 am**

You mean..... Wait , What?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 19, 2010, 09:19:08 am**

I mean I have a separate game going on. Im cheating on Blockedlance with Bouldermares.

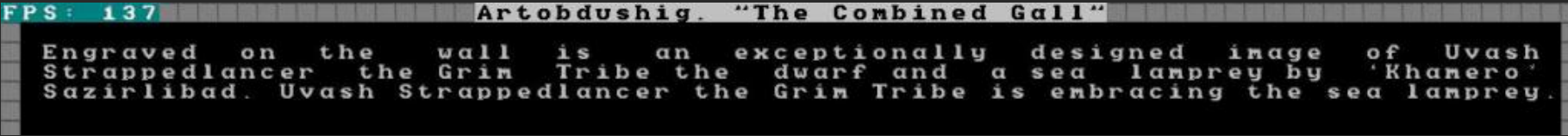
But its all good. Theres enough Gimp to go around.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 19, 2010, 09:29:28 am**

Urist shambled down the hall in a depression. The Duke did not love her anymore than the Philosopher had. Lord Akigagak was dead, along with most of the military. At any moment the enemies of dwarvenkind could come steamrolling over that hill, wiping out all that Urist had built.

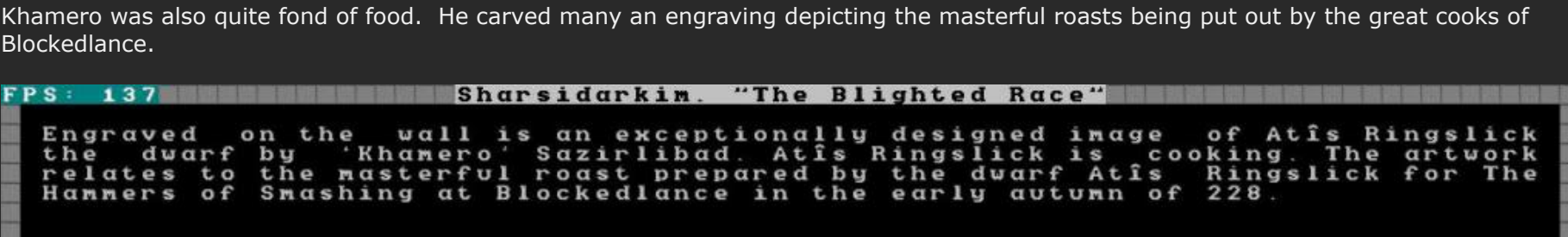
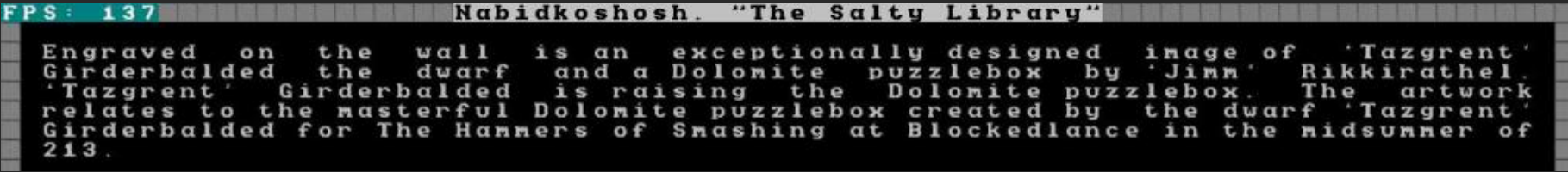
She tried to keep her mind off the drama by wandering the halls and admiring Khamero's new engravings. It was a slight change from Urist's style, but not by much.

She stopped by one engraving that caught her eye. It was an engraving of the Grim Tribe, the badass berserk dwarf Urist had killed so many decades ago. Uvash had been a good friend on those long marches. But she had to kill him to protect the adamantine mine. Urist had no idea why Uvash was holding a sea lamprey. She chalked it up to Khamero's artistic license.



Urist continued her walk down the halls and saw another one of Khamero's strange quirks. He liked engraving stupid random items. Like the Salty Library, an engraving dedicated to the crafting of a masterful dolomite puzzlebox.

Yawn.



Try to wrap your head around a pot roast so awesome, that they memorialize its cooking by engraving it into solid stone even thee decades after the roast was eaten and shat out.

Thats one impressive roast.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 19, 2010, 09:54:15 am**

FPS: 140Olis Rifotkûbuk. "Blockedlance"1st Granite. 257. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		15653474*		Population:		60							
Weapons:		657326*		Miners		4		Champions				5	
Armor and Garb:		655908*		Woodworkers		None		Axe Lords				None	
Furniture:		3529600*		Stoneworkers		2		Swordsdwarves				None	
Other Objects:		2789749*		Rangers		None		Swordmasters				None	
Architecture:		4295396*		Metalsmiths		2		Hacedwarves				None	
Displayed:		3638061*		Jewelers		1		Hace Lords				None	
Held/Worn:		87434*		Craftedwarves		5		Hammerdwarves				None	
Imported Wealth:		2175551*		Nobles/Admins		13		Hammer Lords				None	
Exported Wealth:		484381*		Peasants		None		Speardwarves				None	
Food Stores:		15534		Children		19		Spearmasters				None	
Meat		126		Fishery Workers		None		Marksdwarves				None	
Seeds		889		Farmers		8		Elite Mrksdwrvs				None	
Fish		44		Engineers		1		Wrestlers				None	
Drink		7343		Trained Animals		None		Elite Wrestlers				None	
Plant		182		Other Animals		31		Recruits				None	

Urist was sitting in her throne room one day in Spring of 257, when Armok materialized before her.

"Oh, hello my lord! What a pleasant surprise!" she said, greeting the Blood God with a smile.

"Chosen one! Listen to me now! A time of great tribulation is coming soon! I know not the exact date, but I know that our enemies are plotting against us even now!"

Urist was shocked to see Armok so agitated. "My lord, we still have three champions left....three champions who could destroy entire nations. So unless four or more nations come down on us, I think we're safe!"

"But-" interrupted Armok.

"No...I've been moping far too much lately. We need to look on the bright side here. Our enemies have always tried to kill us. This is nothing new. And after six decades of trying, I know one thing....we are still here!"

"Hmmmph!" snorted the Blood God. If only she knew of the leafy horrors these elves would inflict, would she be as brave?

"Our golden age is not behind us! Our golden age lies ahead! Look at the noble apartments I just opened up for the peasantry the other day! These opulent rooms are the CHEAPEST in the fortress!"



Urist continued. "And our cooks are actually cooking some wonderful stuff lately. I sure miss my sugar roasts, but if anything can fill the void of alcoholic sugar, its these fantastic roasts!"

FPS: 141 char roast #141

This is a stack of 14 finely-prepared char roast. The ingredients are superiorly minced one-humped camel cheese, superiorly minced one-humped camel cheese, exceptionally minced char and exceptionally minced char.

FPS: 141 cow meat roast #111

This is a stack of 11 finely-prepared cow meat roast. The ingredients are finely minced sturgeon meat, finely minced two-humped camel cheese, finely minced one-humped camel cheese and finely minced cow meat.

FPS: 141 demon meat roast #111

This is a stack of 11 well-prepared demon meat roast. The ingredients are superiorly minced two-humped camel cheese, exceptionally minced one-humped camel meat, finely minced leopard meat and superiorly minced demon meat.

"Why," Urist opined, "when I eat a demon meat roast, I feel like I could fight off the hordes of heaven all by myself!"

Armok was silent for a moment. Before he finally turned to leave, he spoke. "Well it is good to see that you are eager to fight Chosen One. It is very good indeed..."

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 19, 2010, 10:04:37 am**

EDIT : GAH , I GOT FUCKING NINJA'D , THATS WHAT I GOD FOR NOT LOOKING PROPERLY

FUUUUUUUUU

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 19, 2010, 04:14:03 pm**

Christes sat at a coffee table floating in the endless void, sharing tea time with her strange telepathic friend.

Her powers had grown over the years, she had come to vague hints at Tradan's fate, able to know that he was no longer in the void, but not quite able to tell if he was alive or dead. She was still quite bad at materializing objects out of nothing, but she was getting better.

Lately, massive energy vibrations had been rippling throughout the void. Something was coming, even the telepath could feel it. He was acting strangely, speaking more and more coherently as the days went on.

"Yes yes yes!" laughed the telepaths voice in her head. "I feel it!"

"What is it?" asked Christes.

"End times!!!" he shouted with glee. He actually shouted it. With his physical voice. This was the first time in all the decades Christes had been in the void that she had heard his real voice. She was taken aback.

"End times?" she spoke at last.

"Yes! End times! Isn't this great?! Soon it will all be over! Soon we will be free!" The telepath began laughing wildly. Christes' heart began pounding.

"Free?" There was a pause. "We will be no more?"

"Yes!" was the joyous reply.

"Well what are you celebrating for? We will be deleted! Erased! Struck from existence!"

The telepath looked at her puzzled. After a moment of trying to think of something to say, he simply shrugged his shoulders and then went off to look at the void. He danced as he walked and hummed a tune as he stared at the emptiness.

Christes tried to prepare herself, but even after decades in the infinite void she knew not how to prepare for true nothingness. If only Tradan were here with her now...

Title: **Re: Blockedlance - The Next Generation**
Post by: **Eagle** on **April 19, 2010, 04:28:28 pm**

'Eagle' Ikuddgel, Hermit cancels Plant Seeds: Needs Plump Helmet spawn.

:D

Title: **Re: Blockedlance - The Next Generation**
Post by: **Akigagak** on **April 19, 2010, 05:32:16 pm**

Lord Akigagak, Zombie Ghost cancels rest: interrupted by apocalypse.

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **April 19, 2010, 05:42:09 pm**

:(my guy can't kill Urist...

Title: **Re: Blockedlance - The Next Generation**
Post by: **Christes** on **April 22, 2010, 01:19:04 pm**

I assume "deleted" is to be taken literally? :P

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 22, 2010, 08:57:19 pm**

The young dwarf Imhotep knelt before the High Priest Kulaka, who offered him the sacramental blood wine and a ritz cracker. Imhotep turned to the smiling crowd and said his prayer to Armok.

"Holy father, guide me in my life and damn me if I fail. Let the weak perish, and the mighty receive their stuff. I drink now your blood, and eat of your flesh."

"Amen," said the crowd as one.

Imhotep then took the cracker, and washed it down with bloodwine, which - incidentally - was actually blood. The cracker was just a cheap tasteless cracker though. Imhotep smiled and the crowd clapped their hands. His Unholy Communion was finished, and now he was a man.

FPS: 140 'Imhotep' Bälrintar. "Imhotep Growthcastles". Noble
'Imhotep' Bälrintar has been ecstatic lately. He talked with a sibling lately. He gained a sibling recently. He ate a wonderful dish lately. He slept without a proper room recently. He admired a completely sublime Floor Grate lately. He had a wonderful drink lately. He is the son of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. He is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Hatched Lashes. He is a member of The Hammers of Smashing. 'Imhotep' Bälrintar likes Basalt. Lay pewter. Blue garnet. amber. the color maroon and horses for their strength. When possible. he prefers to consume cow cheese. Fisher berry wine and Quarry bush Leaves. He absolutely detests rats. He almost never feels discouraged. He has a fertile imagination. He appreciates art and natural beauty. He prefers stability and security to ambiguity and disorder. He dislikes confrontations. He is modest. He is very disorganized. He is occasionally given to procrastination. He is extremely cautious. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time.

As a member of the Ducal family (which was as close as anyone got to being Royal in Blockedlance) he was allowed to have the after party deep in the recesses of the adventure dungeon. Above them dangled the Hammerer.



The pagan hammerers pleading to be let down brought joy and laughter to those below. It was his fault for carelessly accepting an order to remove a construction from a high place. It was his fault for tempting the Queen with a delicious opportunity for a slow death of a worthless pagan.

He clearly brought this upon himself.

During the party Imhotep's father went insane. It was perfectly normal dwarven behavior, and brought only encouragement and support from the crowd..

'Khamero' Sazirlibad. Stonecutter has been possessed!

Possessed by some unholy force, Khamero headed off...

Title: **Re: Blockedlance - The Next Generation**
Post by: **r3d5kull** on **April 22, 2010, 09:06:40 pm**

It's a shame because as a beginning Fortress I always get an important member, usually a farmer, stuck in a high place and the rest of my Dwaves then starve... It's really annoying but after I get situated, I collapse caverns with plenty of people on them. I love to see Armok happy!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **April 22, 2010, 09:11:28 pm**

Quote from: MrGimp on April 22, 2010, 08:57:19 pm
"Holy father, guide me in my life and damn me if I fail. Let the weak perish, and the mighty receive their stuff. I drink now your blood, and eat of your flesh."

Pretty dwarvenly sentiment there.
Also just realized that the Sacrament is pretty dwarvenly too. I mean, ritually eating your savior? It's a bit like how they thank the brave military for defending them by running out and looting the late Urist McRecruit for his *cave spider silk socks*.

Also instead of crackers they should eat blood sausage (<http://www.bay12forums.com/smf/index.php?topic=54963.15;topicseen>). Or dwarven spam. Made from real dwarves.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **April 22, 2010, 09:36:32 pm**

Make me a present daddy!

Oooh yea. Time to create some epic architecture using the bones of Armok's enemies!

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 22, 2010, 10:26:16 pm**

Quote from: r3d5kull on April 19, 2010, 05:42:09 pm
:'(my guy can't kill Urist...

Well, if hes lucky enough to somehow survive Ragnarok, and if the world somehow does not come to an end, and the Tree of Life somehow does not wither and rot, and if your little legs can somehow carry you through the Slim Swamp and across the Delightful Desert, and if you can somehow survive the wastes without getting killed by elf, goblin, kobold, or wolf, then he still might end up playing a part in the story by settling in some random town somewhere and allowing an adventurer to track him down and kill him!!!

How awesome would that be?! :D

Quote from: Cheddarius on April 22, 2010, 09:11:28 pm
Also instead of crackers they should eat blood sausage (<http://www.bay12forums.com/smf/index.php?topic=54963.15;topicseen>). Or dwarven spam. Made from real dwarves.

Gustatory Science Mod?

lol

Quote from: The Architect on April 22, 2010, 09:36:32 pm
Make me a present daddy!

Oooh yea. Time to create some epic architecture using the bones of Armok's enemies!

Well you can help build the other half of the massive outter wall. I had left some open space for a tower, it probably wont get built though. :(

Title: **Re: Blockedlance - The Next Generation**

Post by: **Cheddarius** on **April 22, 2010, 10:30:47 pm**

Is there a Bouldermares community story too?

Title: **Re: Blockedlance - The Next Generation**

Post by: **MrGimp** on **April 22, 2010, 11:14:00 pm**

Quote from: Cheddarius on April 22, 2010, 10:30:47 pm

Is there a Bouldermares community story too?

How could I unleash more of this madness upon the world???

Title: **Re: Blockedlance - The Next Generation**

Post by: **Cheddarius** on **April 22, 2010, 11:24:41 pm**

Very carefully crazily.

I understand the time constrains this would put on the thread, but maybe you could update Blockedlance half the time, and Bouldermares half the time, or something? I think it'd bring some variety to the story, it would be exciting to see a Df 2010 story with all the epicness of Blockedlance, and you might even be able to have their characters battle in the arena or something.

Of course, if you want to finish Blockedlance and just take a break from community stories for a bit, that's quite a valid reason not to do it.

Title: **Re: Blockedlance - The Next Generation**

Post by: **Moose Fisher** on **April 23, 2010, 10:52:31 pm**

I say finishing Blockedlance is best. Keep taking screenshots of Bouldermares and writing notes for future updates if you're doing so.

Title: **Re: Blockedlance - The Next Generation**

Post by: **Ze Spy** on **April 25, 2010, 12:48:50 am**

wait , wait , Ragnarok?

if you were meaning..... well , we , are , screwed

BECAUSE YOU ARE A HEADCRAP ZOMBIE

errr , wat?

Title: **Re: Blockedlance - The Next Generation**

Post by: **MrGimp** on **April 28, 2010, 04:11:28 pm**

Quote from: Ze Spy on April 25, 2010, 12:48:50 am

wait , wait , Ragnarok?

if you were meaning..... well , we , are , screwed

I dont know....in Ragnarok, the good guys were destined to lose. Seeing as how Blockedlance is on the side of the bad guys I think we stand a pretty good chance.

Quote from: Ze Spy on April 25, 2010, 12:48:50 am

BECAUSE YOU ARE A HEADCRAP ZOMBIE

errr , wat?

Eat less sugar.

Title: **Re: Blockedlance - The Next Generation**

Post by: **MrGimp** on **April 28, 2010, 04:54:52 pm**

BEER SONG TIME!!!

Another scrap of parchment was found with another couple verses to 'The Funeral Dirge of the Adventurer'! These two verse come before the first two.

Nazush rath tholtig
Od thol Valhalla
Rul arol lam
Kokeb arol ber

Shash ziril idrath
Ozkak nazush nethgon
Kiron enor deler
Ikor akir

Title: **Re: Blockedlance - The Next Generation**

Post by: **Argonnek** on **April 28, 2010, 07:47:36 pm**

Literal Dwarven-to-English translation:
Spoiler (click to show/hide)
Blood temple barricade
limb deep Valhalla
mute mightiness stone
dwell mightiness earth

Hell fire treasure
carry blood lust
Holy blue steel
Warior reward

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **April 28, 2010, 09:01:54 pm**

lol

Spoiler: not really a hint, just me rubbing it in (click to show/hide)
It appears that the lines and dots above letters can mean all the difference with word translation. You guys are gonna have a harder time picking the right words with these verses!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Moose Fisher** on **April 28, 2010, 09:20:39 pm**

iStárt üsîng ält-lèttèringi†

†sure, it will make the riddles easier, but then it will be accurate!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Innominate** on **April 28, 2010, 11:15:21 pm**

I have a theory, but will not share it. "Kiron enor deler/Ikor akir" at least should be easy enough for people to get.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 29, 2010, 04:43:26 am**

ZAT , WAS DOCTOR ASSIZTED HOMOCIDE

also , i demand my dorf be named "Scout"

I AM THE SCOUT!(note the TF2 and JOHNFROHMAN reference..... wait , cut off john freeman , i don't want to spark another Half life: Full Life Consequences RAEG)

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 30, 2010, 02:46:19 am**

can't be bothered to edit , but do i sense a epic post with a Über Epic battle Coming Ahead?

Title: **Re: Blockedlance - The Next Generation**
Post by: **Soviet Travolta** on **April 30, 2010, 05:30:25 am**

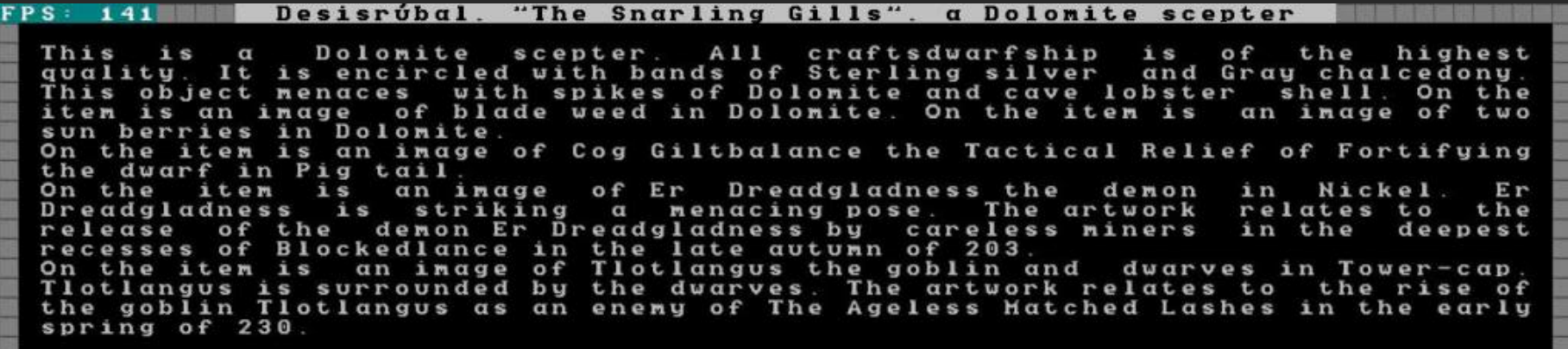
Well, you should at least be bothered about your blood's sugar rate, as Mr.Gimp pointed out.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Ze Spy** on **April 30, 2010, 07:32:49 am**

i don't eat Sugar much , seriously , but i am Insane , as pointed out in my sig

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **May 01, 2010, 12:28:26 am**

After several weeks of seclusion, Khamero emerged carrying a dolomite scepter.



Several of his many children gathered around him to gawk at the new bauble. It was always interesting to see the art of a dwarf.

"Behold my masterpiece, the Snarling Gills!" cried Khamero holding the dolomite scepter high in the air before them all.

"Oh," was the unenthusiastic reply.

"Sun berries, Queen Cog, the demon that destroyed the old Blockedlance, and a random goblin thats been dead for thirty years. I dont get it." said Imhotep studying it closely.

"You dont get it? How can you not get it?!" Khamero nearly shouted. "It's modern art! It has meaning on so many levels!"

"Well.....like?"

"Well....for instance..." Khamero began making shit up off the top of his head in order to relate the disparate images to one another. "The sun berries are like...a representation of the prosperity of Blockedlance, see? And then below that....its like....all the challenges our people have overcome here at Blockedlance. Goblins, demons, evil queens. And I say to you all! This scepter shall be held aloft by one of you when you rule this land after Urist!"

A gasp went up from his children. Was this to be spoken of openly?

"Father it is a lovely scepter, I wish to wield it one day, just as you say," said Airag. "But do we dare move against the queen? What

about grandmother Slemsvamp? O uncle Travolta? Would they support us? We would put their lives in danger if we were found out!"

Khamero shook his head. "No! It was my job to provide my children a path to the throne. It is your job to make your way there!" Khamero stared at them fiercely, especially his eldest son Airag, his most titled son Baron von Freden, and his wisest son, Imhotep. "Swear it to me now!"

"Father?"

"Swear it to me, whether you stab her, poison her, or simply wait till she dies. Promise me you will seize the throne when you have the chance!" There was silence as the shock of the moment sank in. This was a moment they would remember for the rest of their lives...the moment when their father gave them their mission...their entire reason for being. "Promise me we will never again suffer under the boot of a tyrant....powerless to find justice. Promise me you will prove to Armok you are the strongest! Promise me you will seize the kingdom!"

"I swear it father!" shouted the young Baron von Freden.

"Yes! I swear it too!" cried Airag, not to be outdone by his little brother.

"I will assist my brothers, and never work against my family. We are stronger together," said the wise Imhotep. "Whoever ascends to the throne father, I swear to you it will be a member of the House of Khamero!"

All of his brood agreed, and responded likewise. Khamero was proud of them all. He had done his work well. He had began life as a peasant, but had managed to give his children the lives of pampered nobles with a shot at the throne. He smiled and hugged them all. Family was truly a gift from Armok.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Chaoseed** on **May 01, 2010, 12:39:20 am**

PLOT TWIST!

Title: **Re: Blockedlance - The Next Generation**
Post by: **Cheddarius** on **May 01, 2010, 01:06:56 am**

Well, there goes Airag. Nice knowing him.

Title: **Re: Blockedlance - The Next Generation**
Post by: **The Architect** on **May 01, 2010, 01:52:23 am**

Imhotep, you fool!

I hope you truly have the wisdom to go up against a god. However, I don't recommend it.

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **May 01, 2010, 12:41:22 pm**

The year 258 passed without incident. The Queen waited patiently for the battle for the fate of the universe that Armok had warned her was coming. She eagerly awaited the blood. But it refused to come.

She decided that the fortress must be prepared for whatever finally did come it's way. While the Queen and the Duke partied by their adamantine statues, another Hammerer was sacrificed to the Blood God.

The Duke 'Soviet Travolta' Astingtak has organized a party at Adamantine Statue. Sigun Homuznosing. Hammerer has been impaled on spikes.

Urist thought about increasing the size of the military from its pathetic three fighting dwarves, and two incapacitated dwarves...but then she figured that shed rather have a challenge at Ragnarok. She wanted to give the Elf Gods a sporting chance you see.

So Jazz, Akhier, and Madmokey24 stood guard alone over the fortress. The Stonecutters continued building the massive outer wall higher and higher into the air, in defiance of any silly ideas the world had about ending. Calibur finished his training as the fortress trader in 258, after scaring some elves away with skull totems and other crafts. It still counted towards his appraiser skill and made him legendary. I think scaring the elves away with skull totems is a pretty awesome way to become legendary.

Now Imhotep has taken over as our trader. All nobles in this fortress must become legendary appraisers and capitalists before they can truly be considered worthy of the purple. Capitalism was such a natural outgrowth of feudalism, and even though Urist had risen to power as a peasant queen, it was now all about the bling.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Eagle** on **May 01, 2010, 01:05:46 pm**

Can we get a shot of Eagle's status and stats screens?

Title: **Re: Blockedlance - The Next Generation**
Post by: **MrGimp** on **May 01, 2010, 01:16:35 pm**

Chapter #15 - An Empire to Last 1,000 Years

Spring 259, fifty years since Urist was crowned Queen.

FPS: 136Olis Rifotkŭbuk. "Blockedlance"										7th Slate. 259. Mid-Spring																	
Animals				Kitchen				Stone				Stocks				Prices				Currency				Justice			
Created Wealth:		15967939*				Population:		66																			
Weapons:		659526*										Champions															
Armor and Garb:		701759*				Miners		4				Axe Lord															
Furniture:		3528580*				Woodworkers		None				Swordsdwarves															
Other Objects:		2919199*				Stoneworkers		2				Swordmasters															
Architecture:		4377977*				Rangers		None				Hacedwarves															
Displayed:		3684651*				Metalsmiths		2				Hace Lords															
Held/Worn:		96247*				Jewelers		1				Hammerdwarves															
Imported Wealth:		2129571*				Craftedwarves		5				Hammer Lords															
Exported Wealth:		490413*				Nobles/Admins		14				Speardwarves															
						Peasants		2				Spearmasters															
Food Stores:		15664				Children		22				Marksdwarves															
Meat		None		Seeds		871		Fishery Workers		None		Elite Mrksdurvs															
Fish		None		Drink		7559		Farmers		8		Wrestlers															
Plant		391		Other		6843		Engineers		1		Elite Wrestlers															
						Trained Animals		A				None				Recruits				None							
						Other Animals		A				31															

Yes five decades of rule and 16 million dwarven credit units of wealth, huge stockpiles of the finest alcohols in the world, plenty of gourmet food, opulent engravings, bejeweled statues, stone murals, monumental constructions, several world-renowned dining halls, splendid bedrooms, underground spaces so big and massive that even sky loving humans were awed, and spiraling maze-like catacombs and mining tunnels, spiraling down to the underworld.

It was truly a home fit for dwarves, and if anyone disagreed, there were many dozens of ways they could be disemboweled. Uncooperative dwarves just didnt exist at Blockedlance. And so, in a great ceremony meant to re-envigorate the dwarven people and motivate them should Ragnarok come, Urist Salvedangers the Foggy Barbs crowned herself Empress.

Urist Sibrekkezat Amugrobek. Empress
"Urist Salvedangers the Foggy Barbs"

Megalomania was rampant among dwarves, but not since the days of Sankis the Beardless had a dwarf claimed an Imperial title. As High Priest Kulaka placed the adamantine crown upon Urist's head, the peasants cheered with nationalistic fervor, as a man would cheer his local baseball team.

"I have beaten back the elven hordes, slaughtered several generations of goblins, faced demons and spirits of fire...and now I proclaim my majesty over all dwarven nations! All Dwarven Kings and Queens shall now bow to me. I have sent riders north to the dwarven capitals to inform them of this glorious news. My people, hear me now!" shouted the Empress Urist. "We are the new dwarven elite! We are the new nobility! We are the master race! I shall build our people an Empire to last a thousand years!!!"

A raucous roar erupted from the crowds below her. She smiled cruelly at the foolish sheep. They were putty in her hands.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **May 01, 2010, 01:34:29 pm**

Dwarves like putty? They are unworthy. Dwarves must be like rock. Strong enough to stand against their foes, yet weak enough to give way to the adamantine might of their almighty ruler, Empress Urist!

So, does this mean all the nobles below Urist get higher titles?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TALLPANZER** on **May 02, 2010, 04:45:59 am**

Could I please be dwarfed? One of male kids if that can be done.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Jackrabbit** on **May 02, 2010, 06:30:38 am**

If this was in the new version, you could really get into this "master race" thing.

Eugenics: DF has it, not due to any malevolence, but because it has to have everything.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **May 02, 2010, 01:05:41 pm**

Except poop.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Jackrabbit** on **May 02, 2010, 02:11:12 pm**

Yeah, but that'd be weird anyway.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **May 02, 2010, 02:32:16 pm**

Yeah.

Title: **Re: Blockedlance - The Next Generation**
Post by: **Chaoseed** on **May 02, 2010, 03:20:30 pm**

Quote from: The Architect on May 01, 2010, 01:52:23 am
Imhotep, you fool!
I hope you truly have the wisdom to go up against a god. However, I don't recommend it.

"When someone asks you if you're a god, you say...YES!"

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **May 02, 2010, 06:08:38 pm**

Well, at least now we know who we're gonna call.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Jackrabbit** on **May 02, 2010, 06:10:54 pm**

It certainly doesn't look good, I'll admit.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **May 02, 2010, 09:04:01 pm**

i find the "one dwarf will conquer a nation" quite funneh

"WHAT THE HELL WAS THAT? YOU ARE GOING TO NEED NATIONS TO KILL ME!"

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 03, 2010, 07:43:52 pm**

A new hammerer came this year. His name was Melbil.



"Melbil?" Urist said to herself when she heard the name. "Melbil....that name sounds so familiar. Where have I known a Melbil?" She paused and thought for a moment. "Bah!" she scoffed. She turned to her attendant. "Have him killed, as usual!"

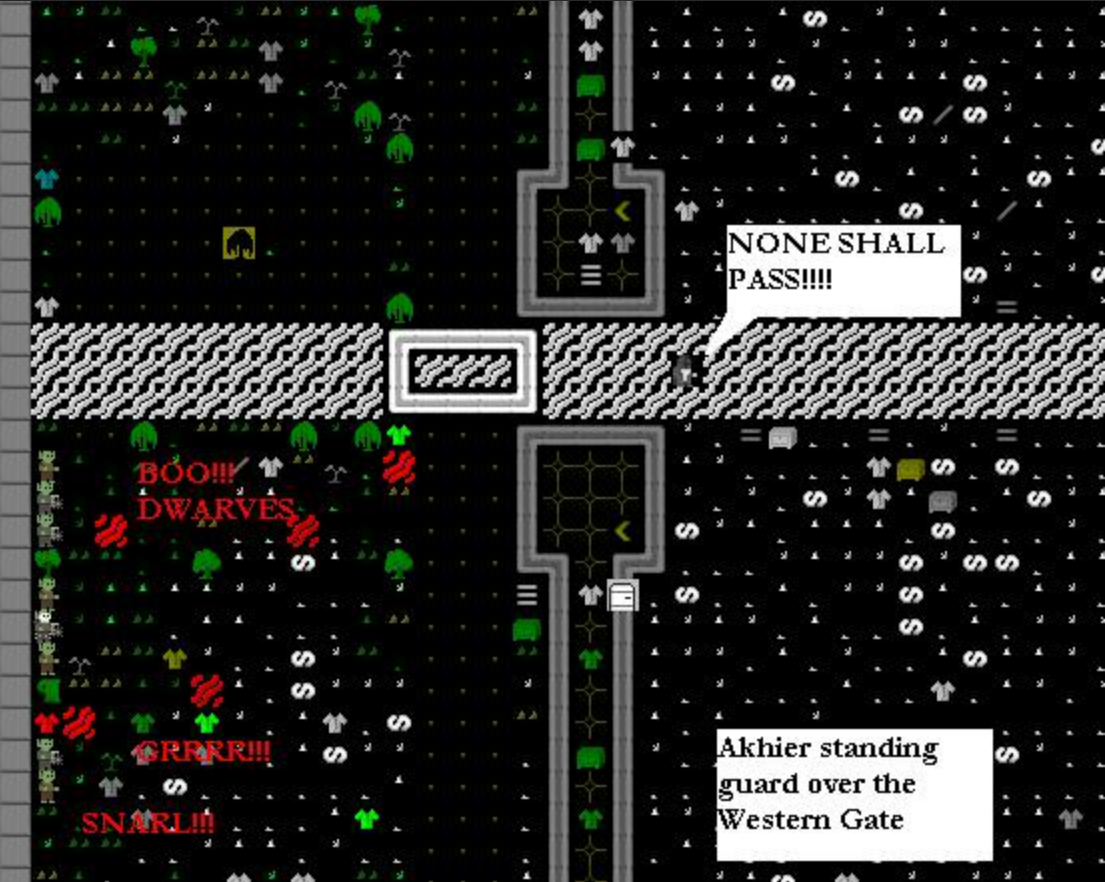
"Yes, your majesty!"

Later that year, an event occurred that had not occurred in many years...



Goblins have found the brass balls to siege us! After generations had been wiped out and the goblin nations left clinging to life amid the mountain crags, they had finally regrown enough warriors to march on Blockedlance. Why they thought they stood a better chance this time was beyond the dwarves.

"So...you have come all this way to die?" asked Akhier as he waited for them at the Western Gate.



Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **May 03, 2010, 09:05:44 pm**

Man, this is going to be awesome.
What's that undead one there?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **May 04, 2010, 03:10:50 am**

the goblins are back?

QUICK , I NEED A REINCARNATION , NOW!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Leesin** on **May 10, 2010, 10:26:47 am**

Can I have a Dwarf ? :D.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **addictgamer** on **May 10, 2010, 12:25:29 pm**

TREASON!?

Spoiler (click to show/hide)
Which one of you will replace the queen as impaler?

Practice that on the goblins ;)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 15, 2010, 10:59:46 am**

Speaking of goblins, here the goblins come...

I brought popcorn and a movie!!! (<http://mkv25.net/dfma/movie-2173-akhiersfight>)

Spoiler (click to show/hide)

What? These goblins are casting fire spells as if they were elves! They just kinda spray it all over the field and even burn themselves half the time, but this is to be expected from goblin brutes. Were the goblins allied with the elven gods? Or had the demon that these goblins worship saw an opportunity to kill Armok's worshippers by granting the gift of fire magic to the goblins?

Who knows? There was no time to think. Akhier charged straight into the swirling inferno that these goblins spewed. He killed many a goblin, but alas, he was burned alive inside his steel armor before he could kill the last few goblins in the squad. And so another of our mightiest champions is laid low in a matter of moments.

MadMonkey24 bravely charges forth from his position guarding the temple entrance. He screamed a terrible scream as he charged forward and slew the rest of the goblin squad with his artifact demon sword. This fine blade cut down the remainder of the horde, but not before the goblins had burned the bridge back into Blockedlance. MadMonkey stared at Jazz as he stood on the other side of the empty outer moat. MadMonkey would have to trek around the fortress to the Eastern Gate. Jazz would meet him there, and they would hold back the rest of the goblins.

But wait....whats this?



When carving the outer moat and tearing down the old wooden palisade wall, our dwarves have left quite the chink in our armor. Through this tiny gap, the goblins can get to a ledge that leads all the way down the side of the moat and directly to the front entrance, where our entire fortress is doing the entrance-dance. Horrors!!! Everyone will die!

Jazz and MadMonkey rush to the entrance, and the Stonecutters are immediately ordered to seal the breach. Will they be in time?!?

Find out next time as we continue our chronicles of the madness of dwarves!!!

To be continued...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 15, 2010, 02:48:03 pm**

Quote from: TALLPANZER on May 02, 2010, 04:45:59 am
Could I please be dwarfed? One of male kids if that can be done.

Quote from: Leesin on May 10, 2010, 10:26:47 am
Can I have a Dwarf ? :D.

Sure no problem. Ill add you both in.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **addictgamer** on **May 15, 2010, 05:42:26 pm**

Oh the excitement, it is biting me hard.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **May 15, 2010, 07:33:41 pm**

Wait , what? Rush to the Breach? REAL MEN ROCKET JUMP TO THE BREACH

oh shi- , too much TF2 2fort

seriously now , can't you just use DC and reincarnate me? i need to keel ZAWMBIES- whoops , i mean goblins

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **derekiv** on **May 15, 2010, 07:54:44 pm**

Have I reached maturity yet?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Chaoseed** on **May 16, 2010, 10:02:41 am**

Quote from: derekiv on May 15, 2010, 07:54:44 pm

The stonecutters have managed to seal the breach just as the goblins were closing in! Fil is a hero!!!!

But....wait.....



Fil has no escape! He's stuck out on that ledge! He's gonna die (again)!!!

Fil, being the brass-balled dwarf that he is, accepted his fate nobly, and chose to charge straight into danger with a terrifying scream and his pick raised high above his head.

The goblins close in on him...



Oh dear. It turns out that Fil is quite flammable. This is very unfortunate for him, because burning to death has got to be one of the most painful ways to go.



Rest in Peace Fil. Hey, thanks for building that wall and saving us all so that we could enjoy more of life! Way to take one for the team! Nice knowing ya!

I must say that was a glorious death. And what adds even more glory is that as the goblins spat fire at Fil, they also got it on themselves. So even from death, Fil manages to take a goblin down with him!

Heres the gobbo squad heading around to the East Gate. Note the guy in the back screaming and flailing wildly, leaving a trail of smoke behind him? That's some future smoked goblin jerky right there. Yeah....that's fuckin awesome.



Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **May 16, 2010, 12:03:42 pm**

I've heard goblin is a bit tough. We'll need some hammers and maces to tenderize them.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 16, 2010, 09:29:19 pm**

The remaining two squads of goblins marched around the fortress to the East Gate. Upon crossing the bridge into Blockedlance, we sprung our cage traps!

The goblin riders charged in, their Beak Dogs were clamped by their legs sending the riders flying. When they landed, the riders were clamped and caged as well. Jazz and MadMonkey stood back, in case any goblin scum made it past the cages.

Unfortunately, Dunem Trickscars, the Human Diplomat, was just now leaving the fortress. This was a very bad time to try and leave.



As the remaining goblins turned tail and ran, they took their fury out on Dunem, and set her ablaze.



Oh gods be merciful! Her eyes are on fire!!! I guess those Trickscars are pretty real now aren't they?

What a terrible end for such an old friend. Farewell Dunem, ye will be missed! With her dies our last diplomatic contact with the outside world...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **May 18, 2010, 06:59:08 pm**

Bah, who needs the outside world? We've got everything we need in Blockedlance. We shall spread our kind far and wide!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 20, 2010, 10:04:00 am**

Quote from: derekiv on May 15, 2010, 07:54:44 pm
Have I reached maturity yet?

Nah not yet. You might before the end of the story though.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 20, 2010, 10:06:10 am**

Quote from: Cheddarius on May 03, 2010, 09:05:44 pm
Man, this is going to be awesome.
What's that undead one there?

Sorry...never answered this.

That was the goblin squad leader. Legendary goblin warriors have a different graphic. All the goblins have attacks and damblocks of a few thousand now, so those legends are even more super awesome than normal.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **mathlc** on **May 24, 2010, 09:47:16 pm**

sir, just read this topic from page 1 to here

that is pure win

also, can i have a dwarf???? name it dehawck

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **HAMMERMILL** on **May 25, 2010, 02:06:19 am**

So the screenshots are with a tileset but the movie had ASCII graphics.

First time in a while anybody died from a seigel!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **May 26, 2010, 07:35:08 am**

when i saw your "First time in a while anybody died from a Siege!" i nearly , but not all , created a Flaming Post that would likely cause a shitstorm

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **May 26, 2010, 11:41:34 am**

Quote from: Ze Spy on May 26, 2010, 07:35:08 am
when i saw your "First time in a while anybody died from a Siege!" i nearly , but not all , created a Flaming Post that would likely cause a shitstorm

I don't think implying makes your post any more polite.

Back on topic, how are the civilians handling the almost-threat to their lives?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 29, 2010, 01:47:30 pm**

Quote from: mathlc on May 24, 2010, 09:47:16 pm
sir, just read this topic from page 1 to here

that is pure win

also, can i have a dwarf???? name it dehawck

Sure, you're in, along with TALLPANZER and Leesin. I'll get a screenshot of the two noble families shortly.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 29, 2010, 01:55:07 pm**

Quote from: Moose Fisher on May 26, 2010, 11:41:34 am
Back on topic, how are the civilians handling the almost-threat to their lives?

If a civilian shows fear around here, they obviously dont have faith in Armok, and they obviously dont have faith in their own strength...and weakness is punished horribly. These dwarves have survived fifty years of Blockedlance, I bet they were doing the entrance dance and HOPING the goblins would come. After the gobbos died and fled, the dwarves of Blockedlance were probably walking up and down the halls, boasting about how they could have taken that entire horde on all by themselves...with nothing but a blowgun!!!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 29, 2010, 02:12:30 pm**

OH GODS!!!

THE HORRORS!!!

Spoiler: [I almost lost the save](#) (click to show/hide)

My old computer has seen a very long tour of duty. The other day it broke down. It had been giving me problems for months, and a friend of mine had looked at it and said that it was my power supply, and that if I replaced that I should be fine. So when it broke the other day I figured that the power supply had finally gone out. So I go to best buy, I blow 60 bucks on a new power supply, then I have pay em 50 bucks to put it in (bastards).

Well, turns out that whether or not the power supply was broken or not, my REAL problem was that my motherboard was fried.



Yes...that old girl has gone to greener pastures now...she sits on the great big desktop in the sky, to relax for eternity idling her CPU with no tasks to perform. no longer at the beck and call of some filthy talking ape.

As sad as this all was...I was worried more about all my data. Fuck! Saved games, writing, my library of code, and not to mention the last twenty years worth of Blockedlance saves!!! So I 'borrow' one of my moms old computers. I go down there and they transfer everything from the dead one to the living one. It took a day, but I thought it was all over. I took it home, plugged it in, and....

WINDOWS CONFIG FILE CORRUPTED OR MISSING
INSERT WINDOWS OPERATING SYSTEM SETUP DISK



It went in a loop, over and over, it wouldnt start. And I didnt have the damn setup disk! What do they take me for? Some kind of organized person? God damnit I'm a dwarf, not an elf! That disk is probably in a box somewhere in the garage...Ill never find it!!! And why is my systm corrupted?!?! What the hell did the Geek Squad do to my moms computer? Now there are TWO harddrives worth of data at risk!



Well I took it back to the geek squad, they tried to tell me it wasnt them, but then they offered to fix it for free and of course they wouldnt do that if it wasnt their fault. So after fucking with it for another day, they used a store disk and fixed the computer.

Whew...

The dwarves were spared true Ragnarok.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **darkflagrance** on **May 29, 2010, 04:25:34 pm**

Quote from: MrGimp on May 29, 2010, 02:12:30 pm
OH GODS!!!

THE HORRORS!!!

Spoiler: [I almost lost the save](#) (click to show/hide)


My old computer has seen a very long tour of duty. The other day it broke down. It had been giving me problems for months, and a friend of mine had looked at it and said that it was my power supply, and that if I replaced that I should be fine. So when it broke the other day I figured that the power supply had finally gone out. So I go to best buy, I blow 60 bucks on a new power supply, then I have pay em 50 bucks to put it in (bastards).

Well, turns out that whether or not the power supply was broken or not, my REAL problem was that my motherboard was fried.


Yes...that old girl has gone to greener pastures now...she sits on the great big desktop in the sky, to relax for eternity idling her CPU with no tasks to perform. no longer at the beck and call of some filthy talking ape.

As sad as this all was...I was worried more about all my data. Fuck! Saved games, writing, my library of code, and not to mention the last twenty years worth of Blockedlance saves!!! So I 'borrow' one of my moms old computers. I go down there and they transfer everything from the dead one to the living one. It took a day, but I thought it was all over. I took it home, plugged it in, and....

WINDOWS CONFIG FILE CORRUPTED OR MISSING
INSERT WINDOWS OPERATING SYSTEM SETUP DISK



It went in a loop, over and over, it wouldnt start. And I didnt have the damn setup disk! What do they take me for? Some kind of organized person? God damnit I'm a dwarf, not an elf! That disk is probably in a box somewhere in the garage...Ill never find it!!! And why is my systm corrupted?!?! What the hell did the Geek Squad do to my moms computer? Now there are TWO harddrives worth of data at risk!



Well I took it back to the geek squad, they tried to tell me it wasnt them, but then they offered to fix it for free and of course they wouldnt do that if it wasnt their fault. So after fucking with it for another day, they used a store disk and fixed the computer.

Whew...

The dwarves were spared true Ragnarok.

You must now work on a new megaproject as a sign of thanks to the gods, or, more specifically, Ber/Armok.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **xtank5** on **May 29, 2010, 06:12:40 pm**

You should definitely make a backup of your last save to a flash drive or something.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **darkflagrance** on **May 29, 2010, 06:21:49 pm**

Or upload it to dffd.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 29, 2010, 10:01:12 pm**

The Empress had been partying with the Duke during the last siege, and when news was brought to her of Akhier's death and of the loss of a loyal Stonecutter and an allied diplomat, Urist became despondent. She didnt let the peasants know of course, and put up a strong front. She boasted how proud she was to rule over such dwarves as Akhier, and that Armok held a special place in the afterlife for great warriors such as Akhier and Akigagak, who had given the ultimate sacrifice. She assured them how much faith she had in Armok's plan, and that no sacrifice was too great. By the end of her speech, the dwarves were ready to throw their lives away for the Empire, even though most of them benefited so little from it. Urist had so far maintained unity and a strong solid focus.

Deep down however, she was having serious doubts. The fortress population had plummeted from 234 dwarves to 43, and was only now rising again (now 64). There were only two remaining warriors left, both pagan. There were two large noble families that could possibly take power at any moment. With no family of her own the Empress was cornered and threatened in the Empire she supposedly ruled. It was only the fear of Armok that kept Khamero and Jewelettarette's sons back. But Armok no longer seemed in complete control. Had he ever been? He was just a god among gods, afterall. And while he had been locked in the underworld for the last thousand years, these elf and goblin gods had been leeching spirit juju from their faithful worshipers.

Well...it really wasn't worth it to have doubts at this point. It's not like she could bring back all the dead and make it right with the goblins or elves. And it's not like she would want to. She had long ago thrown her lot in with the Blood God, and she would have to see it all the way through. These elves and goblins were inferior sub-sapients. Urist could not fathom a world dominated by these creatures, and she would do whatever she could do to rid the world of their plague.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 29, 2010, 10:24:23 pm**

Urist tried to reinvigorate her spirits by admiring her great accomplishments. She had afterall, created a great new breed of dwarves, strong and fit and ardently loyal to the Blood God. Here they were, inches from power, and yet they could not bring themselves to disobey Armok's chosen dwarf. Urist looked to the scions of these two great houses, Johann Schmidt and Airag. These dwarves were the future of dwarvenkind!

Here is the family tree of Johann Schmidt, eldest son of the Dungeon Master and the Court Musician...

S: 130 Relationships of the Noble 'Johann Schmidt' Udzefon		
'Petbeard' Uvarasnel	Dungeon Master	Mother
'Kurk Quarane'	Sákrithrighth	Father
'Afrosquirrel'	Likotshethbeth	Younger Brother
'Leesin'	Cattendodak	Younger Brother
'dehfauck'	KodkObuk	Younger Brother
Datan Ritholgoden	Noble	Younger Sister
Rintar Ngotundodak	Noble	Younger Sister
ingiz ilulkib	Noble	Younger Sister
Dodak Rithutak	Noble	Younger Sister
Ber Delerber Atir Shin		Deity

And here is the family tree of Airag, eldest son of the Grand-Duchess' youngest daughter and a reformed pagan Stonecutter...

'Jewelettarette' Libadollar Noble	Mother	
'Khamero' Sazirlibad Stonecutter	Father	
Asnel Zolbnadok Stonecrafter	Paternal Grandmother	
Tirist Okanglikot Marksdwarf	Paternal Grandfather	
'Slemsvamp' Enolusob Grand Duchess	Maternal Grandmother	
'Xanthius 2.0' Delerlikot Noble	Younger Brother	
'Calibur' Tenshedcatten Noble	Younger Brother	
'Inhotep' Balrintar Noble	Younger Brother	
'Derek' Fikodkel Noble	Younger Brother	
'Pink' Oltareral Noble	Younger Brother	
'TALLPANZER' Atolobian Noble	Younger Brother	
'Baron von Freedom' Deteseden Noble	Younger Brother	
Sazir Huthkatlecad Noble	Younger Brother	
Oddon Rurustkesoth Noble	Younger Brother	
Kol Thoshutobok Noble	Younger Brother	
Obok Dishmabniral Noble	Younger Brother	
Vugar Ginetesazir Noble	Younger Brother	
Mosus Haniraharast Noble	Younger Brother	
'Nil' Amudsodel Noble	Younger Sister	
Fath Abanmözir Noble	Younger Sister	
Hedcob Dasellitast Noble	Younger Sister	
Helbil Monangerush Noble	Younger Sister	
Stinthad Likatdakan Noble	Younger Sister	
Säkzul Steinast Noble	Younger Sister	
Sibreik Identulon Noble	Younger Sister	
Nil Ledonshen Duke Consort	Maternal Grandfather	
'Moose' Dodaktangak Noble	Aunt	
Tosid Delerlikot Noble	Aunt	
'Reaper the Beardless' Anidmebzuth Noble	Aunt	
Imush Datannai Child	Aunt	
Sazir Cereisäkrith Child	Aunt	
Ducin Insélatfis Recruit	Aunt	
'Soviet Travolta' Astingtak Duke	Uncle	
Udil Esdarsharast Child	Uncle	
Riguth Tishisimush Child	Uncle	
Fiked Methurdam Child	Uncle	
Degöl Kolekast Child	Uncle	
Döbar Monuznishos Child	Uncle	
Mosus Kadolatham Child	Uncle	
Ber Delerber Atir Shin	Deity	

These are the noble lineages that all future dwarven generations will one day be descended from. If Urist had no heir, then for the next thousand years the rulers of dwarves will be from among the eldest male lines of these families.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **May 29, 2010, 10:30:34 pm**

Do I have any useful skills or whatnot?
Can nobles work? I heard they could work.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 30, 2010, 12:44:50 am**

Quote from: Cheddarius on May 29, 2010, 10:30:34 pm

Do I have any useful skills or whatnot?
Can nobles work? I heard they could work.

You're actually a legendary woodcrafter after carving an artifact ring. I dont know if Id call that useful though. :)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **May 30, 2010, 01:02:25 am**

i know this is impossible , but can i do something using something?

Runs into Urist's throne and Sprays a Picture with the text "George Washington just Whipped Yo Ass" on a random wall

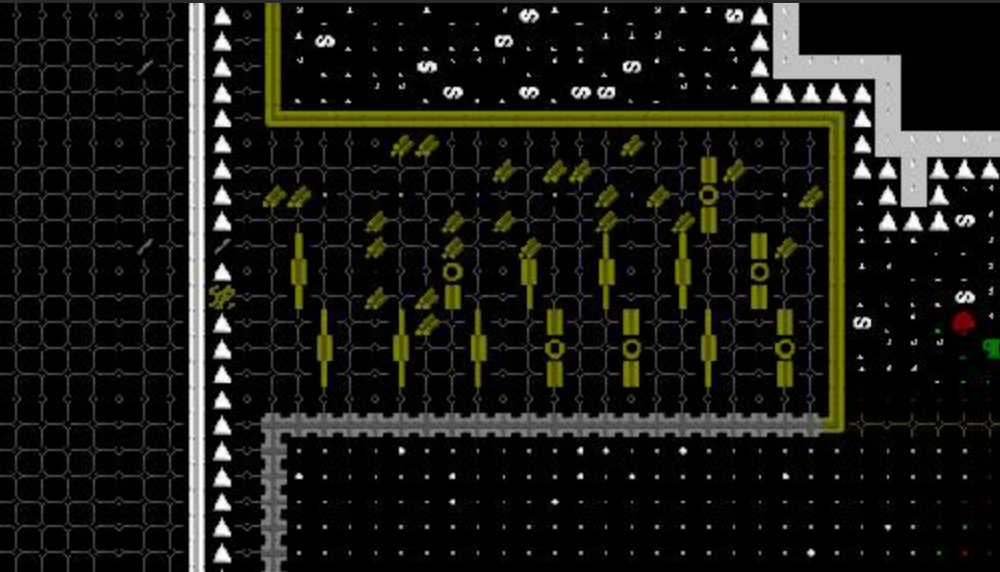
i am still laughing at Urist for letting me kill a sizable chunk of the millitary

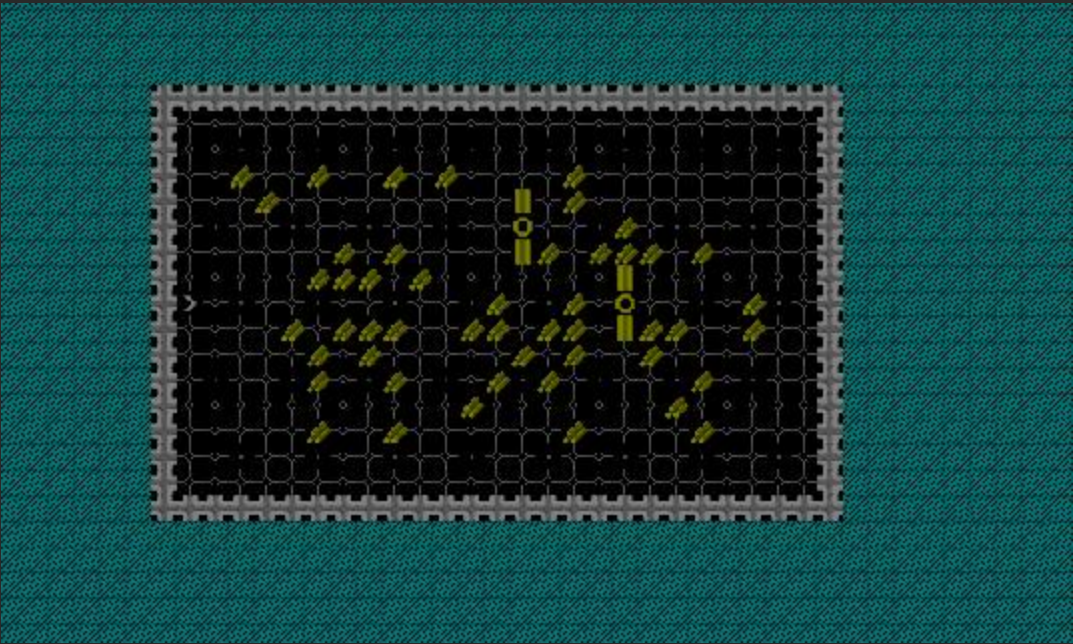
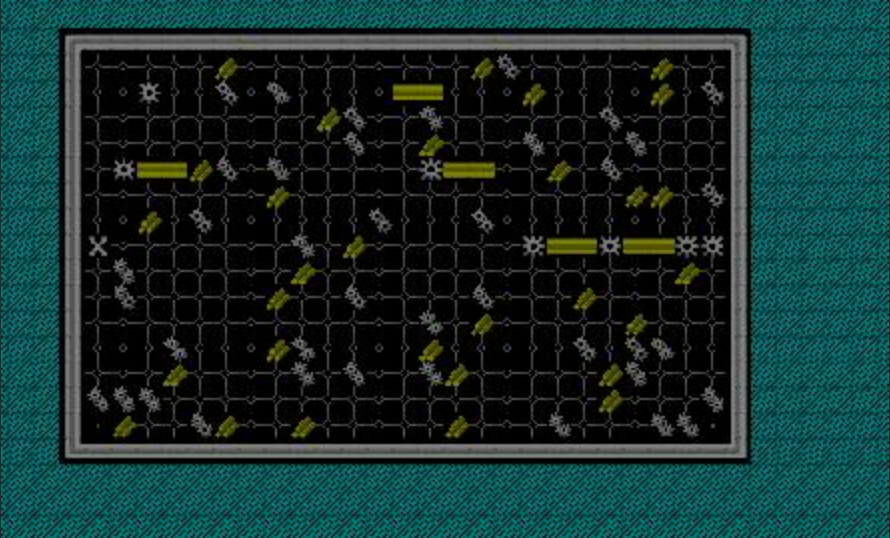
Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TALLPANZER** on **May 30, 2010, 03:47:07 am**

I hope I can start making artifacts soon. I want to make a spear, then join the military and use said spear. THE UNBLOCKED LANCE!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 30, 2010, 09:34:24 am**

Oh dear. Autumn was not too kind to us this year. Some demons flew in from off the map, circled around high in the air, swooped down and smashed up my windmills, then took off back beyond the map edge.





Inactive
Total Power: 520
Total Power Needed: 691

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **May 30, 2010, 11:21:42 am**

Dang.
Maybe station marksdwarves there?

Anyway, I'm a legendary woodcrafter but I can't craft anything? :/

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 30, 2010, 02:16:58 pm**

Quote from: Cheddarius on May 30, 2010, 11:21:42 am

Dang.
Maybe station marksdwarves there?

Anyway, I'm a legendary woodcrafter but I can't craft anything? :/

You can craft things. I let nobles work. In fact, since most of the population is noble now, many of them are going to HAVE to work. I guess you can be a woodcutter/woodcrafter. It helps build a solid princely character to brave the horrors of the sun in order to chop down trees and carve them into things.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **May 30, 2010, 02:28:02 pm**

Woo! Can I have a good-material and good-quality axe? Iron or steel, perhaps?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 30, 2010, 02:37:59 pm**

Winter of 259 brings a bitter cold wind to our great home.

PS: 129 The Enemy Is Upon Us!
A vile force of darkness has arrived!

Another siege!

The Empress orders the bridges raised to prevent an all out slaughter. Two dwarves were not going to be enough anymore! Raising the bridges trapped Moose outside, but this was a sacrifice that had to be taken to prevent the western gate from being overrun.

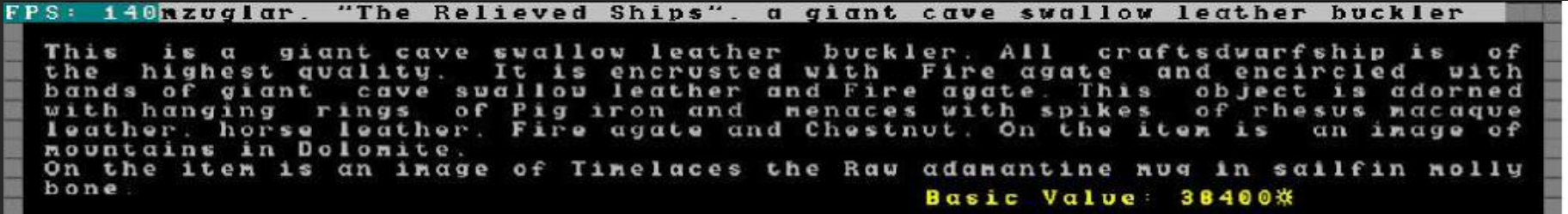
Moose ran in terror, tripping over some uneven ground and falling through a crevice. She noticed a door to her right, covered in dirt and brush and looking as if it had not been opened in many decades. She heaved it open and leapt inside the strange cavern, locking it behind her. She knew not where she was, but she was safe. Here she could wait out the siege...unless she died of thirst, of course...



(The cavern was carved by Eribite pagans as a refuge long ago. They did not complete the farms and booze stockpiles in time, and never made it to safety. Such is the richness of Blockedlance's history!)

As Moose hid in the long forgotten secret nook, the Empress tried to organize a defense. She decided she would funnel all of the goblins to the eastern gate, where cage traps and a narrow corridor would hopefully give her two legendary warriors the advantage they needed to win. The two champions assured the Empress of their strength.

Jazz boasted of his artifact buckler and its many spikes...



MadMonkey24 boasted of his artifact iron short sword with it's demon engraving, bringing it the power and blessings of Armok...



The Empress did indeed admire their masterwork equipment, and was awed by their warrior spirit. But two dwarves would just not be enough. As she thought about it she realized that there were soon going to be enough faithful worshipers of Armok to run the fortress themselves. The pagans were no longer needed. Urist immediately ordered the drafting of all pagans that were not Stonecutters. She formed two squads of peasants and armed them with crossbows, the only weapon these unskilled fighters could score a kill with.



Urist even drafted Asmel Zulbandak (Khamero's mom). Ha!

With the preparations complete, Urist ordered the new marksdwarves to the barracks rooftop firing platform. The bridge was lowered and the goblins were let through...



Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **May 30, 2010, 04:01:48 pm**

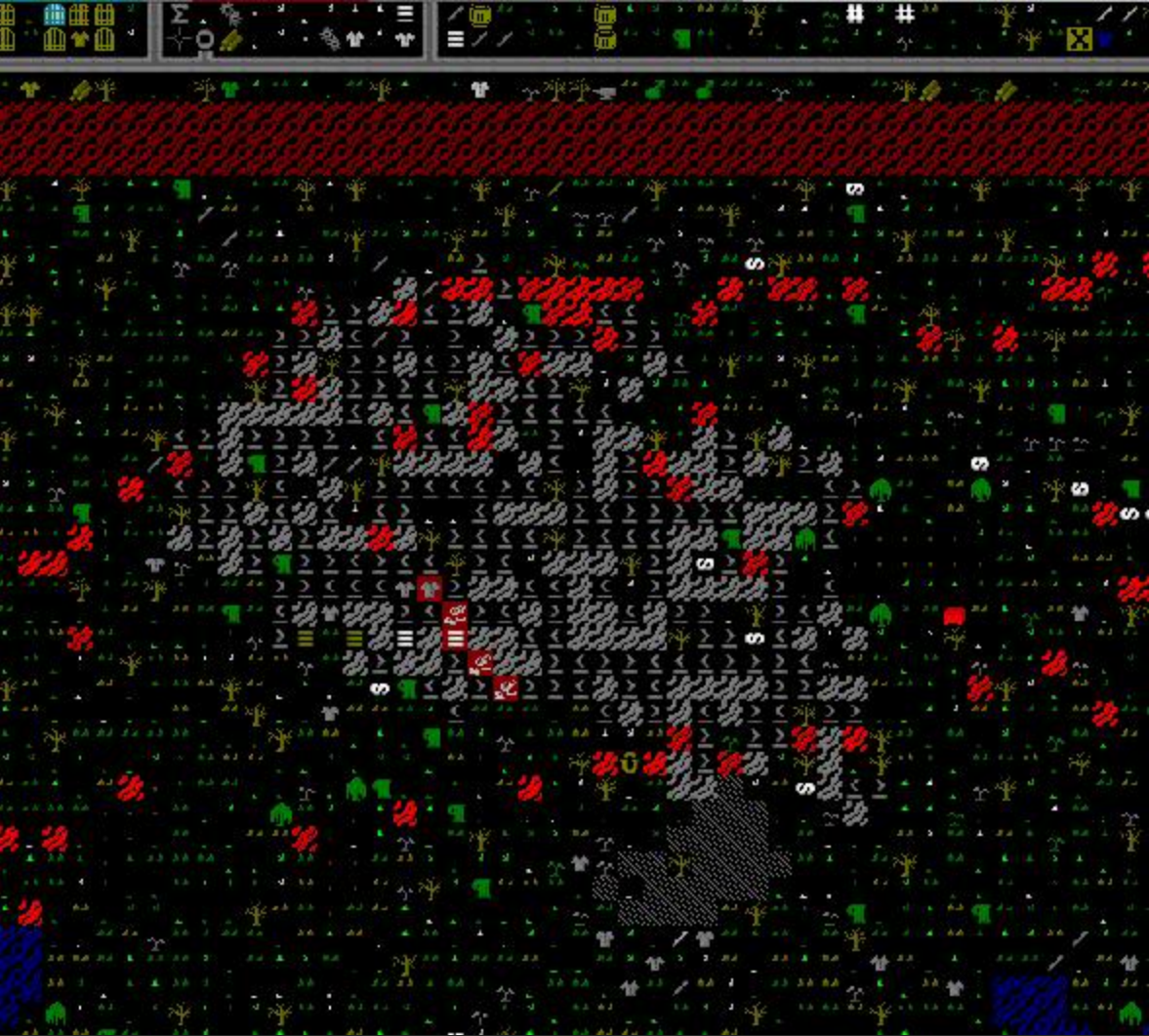
This is going to end well, I'm sure of it.

Maybe Moose will reunite with Eagle, or Blockedlance

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 30, 2010, 04:21:17 pm**

The bridge is lowered and the goblins charge towards the east. As one squad of goblins crosses the bridge and begins encountering the cage traps, another squad in the south bursts into flames.

Drawn to the column of smoke, the dwarves watched with glee as the goblins chased one of our stray horses and setting themselves on fire in the process.



Four goblins died, as well as a couple beak dogs. The best part was that the horse got away!!!

The other squad fared a bit better, and due to the fact that our cage traps were already so full, they managed to get passed our traps!

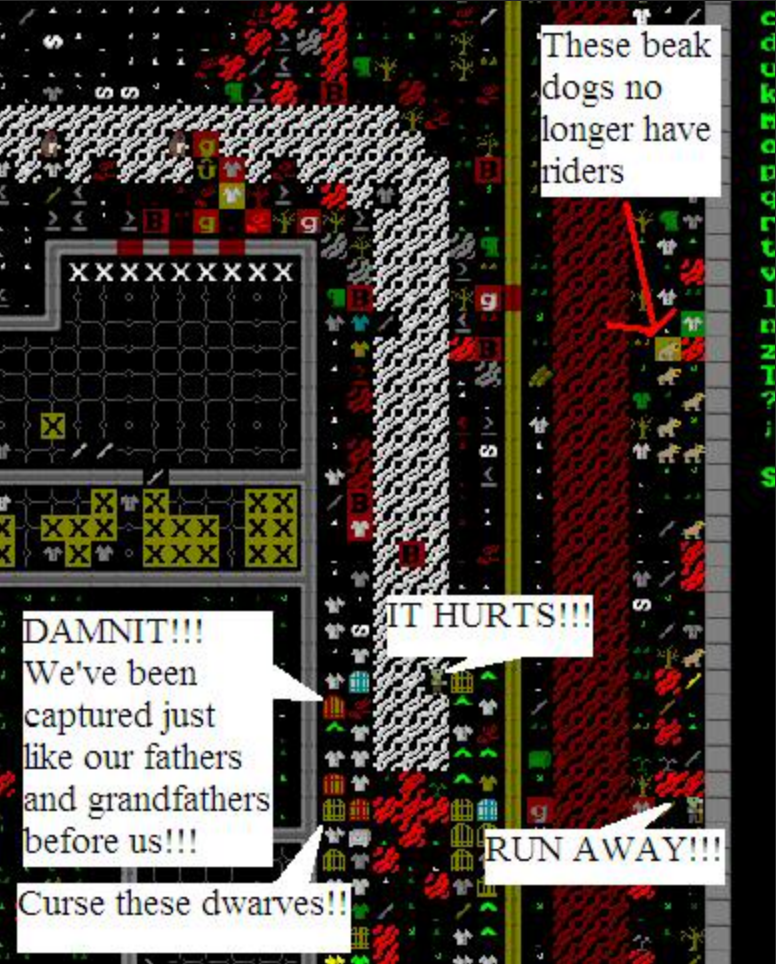
Jazz and MadMonkey24 confronted a goblin Mace Lord and the remnants of his squad.



He and his green skinned cronies end up wearing their assholes inside out. More gobbos pour into the now cagetrap-less corridor. Captain Coder and Steve order their squads to fire at will at the hapless horrors below. The carnage of battle is great. As goblin parts begin flying up onto the barracks rooftop, the rookie peasants vomit and scream like elves.



Captain Coder keeps his men together and manages to force the last squad of goblins to retreat....or at least, whats left of them. Only two goblins actually survive, and manage to lead a riderless host of beak dogs back home.



Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **May 30, 2010, 06:07:42 pm**

Cheers from the spectators

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **darkflagrance** on **May 30, 2010, 06:26:31 pm**

Did Moose make it?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **CJ1145** on **May 30, 2010, 06:55:55 pm**

I need myself a dwarf.

Name him Who

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **May 30, 2010, 08:06:07 pm**

Quote from: darkflagrance on May 30, 2010, 06:26:31 pm
Did Moose make it?

Moose shall live on in spirit if she didn't!

Hopefully she's resourceful despite her quarcain withdrawals.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **May 30, 2010, 08:55:35 pm**

Guess Fireball Goblins ain't gotta work out now , eh? , might as well make them fireproof , so that they'll stop burning themselves to death

but on the downside , your magma moat is not going to be needed

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 30, 2010, 11:18:06 pm**

Quote from: CJ1145 on May 30, 2010, 06:55:55 pm
I need myself a dwarf.
Name him Who

You're in, and what an appropriate name for a child in a family with twenty some odd kids!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 30, 2010, 11:31:48 pm**

Quote from: darkflagrance on May 30, 2010, 06:26:31 pm
Did Moose make it?

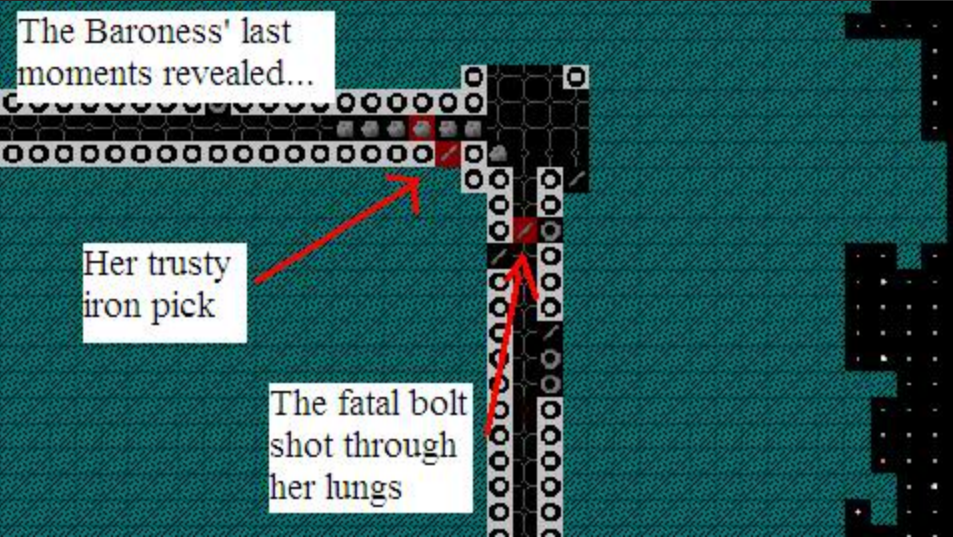
Moose did indeed make it, quite parched, but quite alive.

But Aldaris was not so lucky. I did not even see it when it happened, but upon checking the history log after the battle, I saw this:

Baroness Aldaris Ushatatul Master Stonecutter has suffocated.

How the hell does a dwarf suffocate randomly??? I dont understand!

It took me a while to find the corpse, but I pieced together what happened.



Apparently, while out constructing the outer wall, the old Stonecutting Baroness was shot by some opportunistic goblin! The bolt must have pierced a lung (or two) and she stumbled in agony for a while before succumbing to the mortal wound.

Brutal.

Farewell Baroness Aldaris. If Baron von Montague's dreams of having a Baronial family with you were not dashed already, then they are now. :-X

Rest in peace for eternity in your talc coffin...

Wait...

Who's that lying next to you?



Argonnek's dead too? WHAT THE HELL????? When did this happen? Son of a motherless goat!!! I guess she died when those demons flew in and smashed up the windmills last season. I thought I had gotten everyone inside, but I must not have.

Damn....we're losing quite a few Armok worshipers!

:(:-X :(

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **May 31, 2010, 02:08:11 am**

if i had my way , i will rig Urist's room full of booze and blow it up while she is in it(of course , rig the room while urist is not in it)

but we are all laughing at urist back here in hell , at least i do

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **May 31, 2010, 12:16:13 pm**

Despite the sieges and recent losses of noble Armok worshipers, Urist puts a strong face on for her dwarves. She does the difficult work of partying by her adamantine statue.

The Empress Urist Sibrekkezat Anugrobek has organized a party at Adamantine Statue.

She christens the day the first Dwarven Memorial Day, and dedicates it to all those she has sacrificed in her wars.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **HAMMERMILL** on **May 31, 2010, 05:49:49 pm**

Sweet Armok, at least Baron Von Montague is ok... even if his potential cohort is dead.

Also... I thought Baron Von Montague was an Axelord at some point...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 01, 2010, 11:10:11 am**

Quote from: HAMMERMILL on May 31, 2010, 05:49:49 pm

Sweet Armok, at least Baron Von Montague is ok... even if his potential cohort is dead.

Also... I thought Baron Von Montague was an Axelord at some point...

You know...I think you're right. Montague was supposed to become leader of the Royal Guard. But then I didnt have a royal guard, and then I was supposed to make him the head of the Stonecutters. Then I forgot to do that and I gave it to Soviet Travolta.

He's just been getting screwed left and right!!! And not in a good way!

Well I guess I can make him an axelord. And Baron von Freden is gonna be a swordsdwarf as well. I am still kinda against putting Armok worshipers in more danger than they already are though. :-\

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 01, 2010, 11:15:15 am**

So Im glad my old computer is dead. Because Im using one of my moms old computers now, and it has a dual core. Which isnt that great these days with your quad cores...but you gotta understand, Im a landless peasant. All I've ever known was single core. And that single core was HALF the power of just one of the cores Im running now. And since DF just takes one core, I can run that shit even while Im watching youtube and working.

My old computer couldnt even run DF very well if that was ALL it was doing. It would die immediately if I ever tried to do DF alongside anything else. Even having paint running alongside DF to get screenshots would clog my old computer. So this is great.

Im up to spring of 263 already!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Maggarg - Eater of chicke** on **June 01, 2010, 11:44:09 am**

What's Mogror up to these days?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 01, 2010, 01:20:33 pm**

Quote from: Maggarq - Eater of chicke on June 01, 2010, 11:44:09 am

What's Mogror up to these days?

He mopes around, wishing it was the 2010 version, so that he could journey to the underworld to bring back flesh balls and creeping eyes for his experiments.

He longs for surgery and disease...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Maggarg - Eater of chicke** on **June 01, 2010, 01:36:53 pm**

I wouldn't put it beyond the Engineer of Death to create a mechanical portal to DF 2010 powered by the entrails of children.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Eagle** on **June 01, 2010, 03:31:51 pm**

Have i gotten a bunch of legendary skills yet? I should probably expand the cave out, and maybe try to get magma as well.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **June 01, 2010, 03:34:19 pm**

Quote from: Eagle on June 01, 2010, 03:31:51 pm

Have i gotten a bunch of legendary skills yet? I should probably expand the cave out, and maybe try to get magma as well.

Cater to *me!*

this may be inappropriate, but the cumulative record of posts reads this way

Still enjoying the read, as always. Interested in how the power struggle will play out when it all comes to the top!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 01, 2010, 09:12:12 pm**

Quote from: Eagle on June 01, 2010, 03:31:51 pm

Have i gotten a bunch of legendary skills yet? I should probably expand the cave out, and maybe try to get magma as well.

The life of a hermit is simple and boring. If you wanted excitement and adventure you should have joined the military! :D

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 01, 2010, 09:27:03 pm**

Quote from: The Architect on June 01, 2010, 03:34:19 pm

Quote from: Eagle on June 01, 2010, 03:31:51 pm

Have i gotten a bunch of legendary skills yet? I should probably expand the cave out, and maybe try to get magma as well.

Cater to *me!*

this may be inappropriate, but the cumulative record of posts reads this way

I dont mind the megalomania and selfish egoism....I'm quite the egotistical bastard myself at times. We're just a bunch of talking apes afterall. If they want to be a part of the story, that means they like it. And Im only writing it because you guys keep reading it and replying to my posts. :)

I wouldve stopped after just a few pages if no one read it, and it wouldve just been a memory of an interesting game I played where the fortress got killed by demons and the sole survivor of the reclaim was named Urist. But now its the third longest and third most viewed story on the forums! Woooo!

Thanks, you damn dirty apes!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **CJ1145** on **June 01, 2010, 10:46:53 pm**

Who's Journal, Day 1

Well, I suppose I've reached a point where I must begin to write, flesh out my life's story and such. I am Who, one of the sons of the noble lines within the fortress of Blockedlance. I don't see how one could call any of these lines noble, however, as they're all bands of scruffy fools. Those who are not in total isolation live in dazzling opulence. If those fools only knew just how careless such a life would lead them to become.

I shall make this quick, as I am running out of space. Carving on stone tablets of rock with my fingers isn't easy. Know this, Journal: When my day comes, they shall all feel my wrath. The bitch queen Urist, the mayor, the baker, the candlestick maker! The bloody fool Armok shall even know my name when my tale is complete.

Note to self: You are a master of puns.

For the record, read my journals as a stuffy British 12 year old boy for double the enjoyment.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **June 01, 2010, 10:54:22 pm**

Quote from: CJ1145 on June 01, 2010, 10:46:53 pm

For the record, read my journals as a stuffy British 12 year old boy for double the enjoyment.

Oh no! It's the Chronicles of Narnia all over again!!!!!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **CJ1145** on **June 01, 2010, 11:41:44 pm**

I was thinking more Artemis Fowl, but whatever floats your boat I guess.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 03, 2010, 12:24:05 pm**

Spring 260

FPS: 139olis Rifotkûbuk. "Blockedlance"									
AnimalsKitchenStoneStocksPricesCurrencyJustice									
Created Wealth: 15977919*Population: 64									
Weapons: 659373*Champions 4									
Armor and Garb: 707428*NoneNone									
Furniture: 3484315*NoneNone									
Other Objects: 2911565*NoneNone									
Architecture: 4385690*NoneNone									
Displayed: 3649073*NoneNone									
Held/Worn: 180475*NoneNone									
Imported Wealth: 2161465*NoneNone									
Exported Wealth: 522333*NoneNone									
Food Stores: 15677NoneNone									
Meat: 0Seeds: 900NoneNone									
Fish: 0Drink: 7784NoneNone									
Plant: 257Other: 6736NoneNone									
Miners: 2NoneNone									
Woodworkers: 0NoneNone									
Stoneworkers: 2NoneNone									
Rangers: 0NoneNone									
Metalsmiths: 0NoneNone									
Jewelers: 0NoneNone									
Craftsdwarves: 1NoneNone									
Nobles/Admins: 14NoneNone									
Peasants: 3NoneNone									
Children: 22NoneNone									
Fishers/Workers: 0NoneNone									
Farmers: 5NoneNone									
Engineers: 1NoneNone									
Trained Animals: ANoneNone									
Other Animals: A30NoneNone									
Champions: 4NoneNone									
Axe Lords: 0NoneNone									
Swordmasters: 0NoneNone									
Macedwarves: 0NoneNone									
Mace Lords: 0NoneNone									
Hammerdwarves: 0NoneNone									
Hammer Lords: 0NoneNone									
Speardwarves: 0NoneNone									
Spearmasters: 0NoneNone									
Marksdwarves: 3NoneNone									
Elite Mrksdwrvs: 0NoneNone									
Wrestlers: 0NoneNone									
Elite Wrestlers: 0NoneNone									
Recruits: 6NoneNone									

Sixty years damnit! Urist turns 106 this year. 44 to 64 more years and she croaks of natural causes. Damn dwarves and their long lifespans!

Anyways, TALLPANZER, one of Jewelettarette's sons, is coming of age. He's not quite an adult yet, but he's so excited that he throws a party in celebration anyways.

The Noble 'TALLPANZER' Atöloslan has organized a party at Dolomite Table.

Him and all of his young snot-nosed bratty friends spend their days getting drunk and passing out on some random dolomite table.

There was some pretty good news this season though...

PS: 140Relationships of the Hammerer Asob Rowodoth									
Ber Delerber Atír ShinDeity									

A trained executioner has come to our fortress. And he worships the right God!

Huzzah!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **HAMMERMILL** on **June 03, 2010, 12:29:16 pm**

Balls, you still have like, 22 kids in your fortress. Thats over a 3rd of the population.

How does the fortress even function when half the population consists of nothing but nobles and their terrible offspring?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 03, 2010, 12:39:31 pm**

The Saga of Kol Drillpillars

Kol Drillpillars was a mighty young dwarf, and despite his young age, he was the fastest dwarf in all Blockedlance. One day, in spring of 260, Kol Drillpillars was out on the slopes of the Ruthless Tower, scavenging old goblin silk from the bone piles surrounding the fortress.

It was this helpless young child that spotted them, the ugly green brutes. They who would ambush us like an elf would! The dishonorable childkillers spit fire at the young boy.



But Kol was quick on his feet and ran down the side of the hill.

They spit fire again, but managed only to set one of their own aflame.



Enraged, the entire squad of goblins runs down the hill after young Kol.



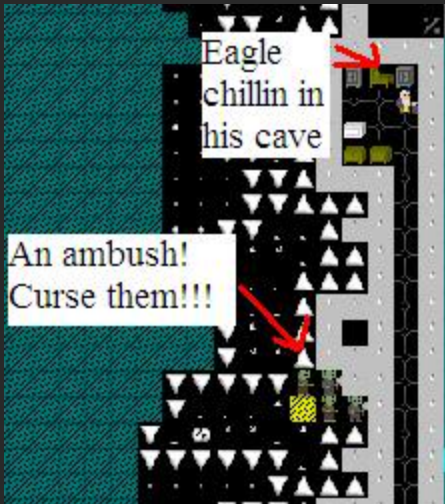
But every time their breaths of flame reached him, Kol was already too far down the hill to be burned.



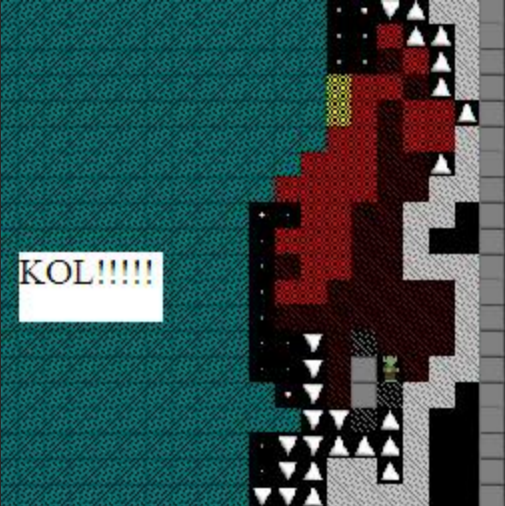
When he reached the bottom of the hill, he could have run home....but Kol seems to have taken to much delight in making the goblins burn themselves alive. Instead of running to safety, he runs BACK up the hill. This does give him protection from the goblin fire breathe, but it was quite a ballsy dwarven move to run right back into danger.

Amazingly, three more goblins have burned themselves to death and Kol is still alive! He is singlehandedly taking on this ambush!

But wait....whats this?



More goblins!!! Kol is trapped between two squads of goblins now!



Rest in Peace Kol Drillpillars. You will be buried in the Valhalla Cave with full military honors!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Terrapin Jim** on **June 03, 2010, 09:18:52 pm**

Just got done reading this all the way through, Mr.Gimp, and I registered an account so I could tell you how damn awesome this is.

THIS IS *DAMN* AWESOME!

If at all possible, could I have a dwarf? Nothing important, but hopefully something useful around the fortress? Like a random member of the seething masses, slave to the indomitable Lunatic-Empress. His/Her name would be Corcha. Thanks! :D

(Also: Eagle is damn awesome as well. Hermits rock.)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 03, 2010, 10:06:20 pm**

did he just take too much Adrenaline?

because if he steals my title without any Adrenaline as the fastest , i am going to strangle him to death again
THERE CAN BE ONLY ONE!.....assclowns

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Eagle** on **June 03, 2010, 10:54:52 pm**

My mental image of myself: 8)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Kaberton** on **June 04, 2010, 02:31:50 am**

So I've been reading this thread after work for the past week or so. I registered an account just to ask the following.

I want a dwarf before Ragnarök. Any dwarf will do, miner if available. Kaberton works as the name.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Khamero** on **June 05, 2010, 08:36:33 am**

You put mom in the army?!

What have the poor little gobbos done to deserve that?! >=D

Just found this thread again after a few ages, and it is increasingly awesome! Love how I made my entire family go for the throne! "Oh, if you wanna kill her, please do, but GET THE THRONE! If you dont wanna, leave her be, but GET THE THRONE! </ragespit>"
I wonder what Jewlerette thinks of this... =D

We need more military though, we cant have two heathens fighting for us. I mean, when they inevitably die, what will we do then? Look weak? NO WAY! D=<
At least mom is doing her duty. ;D

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Red** on **June 08, 2010, 08:41:01 pm**

I finished reading this thread recently and I'd like to say that its a pretty awesome story so far.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Maggarg - Eater of chicke** on **June 10, 2010, 05:20:14 am**

The eternally brilliant missals of Mogror Harbett, Engineer of Death.
Ah, today a wonderful thing happened. Young Drillpillars was incinerated after a valiant attempt for escape.
It warms the cockles of one's heart to see mere physical prowess fail *miserably* in the face of adversity.
The young fool spent too long training the wrong organs. If he'd trained his brain, he might have prepared a trap some weeks earlier along the route of his walk. A rather bright lad as well, makes the waste all the more hilarious.
Speaking of youngsters, the queen celebrated her 106th birthday not long ago. Perhaps Armok will see an opportunity and give her the Gift of Blood. Then again, he might not. The old fellow was always incredibly fickle.
Hm, I've just had a fantastic idea! I recall a fortress a few hundred years back with the same admirable depravity as Blockedlances, what was it called? Ah, who cares, they had a bloody great magma trap and that's all that mattered. Such a shame the technology from Olonkulet isn't around anymore.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 10, 2010, 08:55:16 am**

Quote from: Terrapin Jim on June 03, 2010, 09:18:52 pm
If at all possible, could I have a dwarf? Nothing important, but hopefully something useful around the fortress? Like a random member of the seething masses, slave to the indomitable Lunatic-Empress. His/Her name would be Corcha. Thanks! :D

No problem.

Quote from: Kaberton on June 04, 2010, 02:31:50 am
I want a dwarf before Ragnarök. Any dwarf will do, miner if available. Kaberton works as the name.

.

You're in.

I'm a bit ahead of the story, so you guys might not show up for a few updates.

Also, glad you guys like this sick twisted story! I like that three escaped lunatics posted almost in a row. haha

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 10, 2010, 09:21:33 am**

Mogror Harbett stood next to the Empress as she sat on her adamantine throne barking orders to peasants and nobles alike. He was the Engineer of Death and defacto Chief Adviser. Every now and again he would bend over to whisper into the Imperial ear.

And so when one of Jewelettarette's sons came to the royal court, the Empress looked to Mogror to tell her what this eight year old brats name was.



"Who." replied Mogror.

"This boy right here." pointed Urist.

"Who, your majesty." replied Mogror again.

Urist paused and glared at her adviser. "This brat right here....what is his name?"

"Who."

"Dammit Mogror!" The Empress stood up and walked to the young boy. She grabbed him and shook him back and forth violently. "THIS CHILD RIGHT HERE!!! WHAT IS HIS NAME????!!!"

"No, What lives in another fortress, your majesty!" explained Mogror.

Urist was puzzled and scrunched her face into a grimace. "What are you talking about?"

"Yes you're majesty. And you're talking about Who."

"I dont know, that's what I'm trying to figure out!"

"No no....Who IS the dwarf you are talking about!"

"What? I pointed him out quite clearly!"

"What isnt here. Who is THIS dwarf!" Mogror shouted, pointing his finger at Who.

"What are you asking me for? I'm asking you!!!!" cried the Empress in exasperation.

'Who' Mũthkatlecad. Noble withdraws from society...

The Abbot and Costello bit goes on for ages, and eventually Who get's moody and withdraws from the court.

He had come to ask for shell for his great craft he was working on...



But there was no shell in the fortress, and so he became horribly depressed.

'Who' Mûthkatlecad. Noble is stricken by melancholy!

He flung himself from a very high place...such is the trauma brought on by lack of shell.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **darkflagrance** on **June 10, 2010, 09:33:19 am**

"Who just died?"
"Yes."
"No, I just wrote to Yes the other day."

It was probably because he was depressed that her Majesty couldn't grasp his name. Of maybe she grew so exasperated at it that she secretly ordered him to hang posthaste.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 10, 2010, 10:42:48 am**

Another one of Jewelettarette's children has gone fey!

Oddom Rurastkosoth. Noble is taken by a fey mood!

I hope Oddom doesnt like shell!
Oh crap he does!

Spoiler: That does it!!! (click to show/hide)

So I used dwarf companion, because I cant ask for shell from traders, and I dont really trade anymore anyways, and turtles wont regenerate on my map for some reason (probably because their habitat has been burned down several dozen times)...so screw shell.

And while Im in Dwarf Companion I see that I can change the mood type. I tried to change it to an Armorers mood, and make Oddom want a bunch of Adamantine. It didnt seem to work. Oddom made this instead...



It wasnt artifact armor, but Oddom still became a legendary Armorer for it. So thats cool. The Empress renamed him 'Who Two' in honor of Oddom's recently dead sibling.

Hmmm a ruby idol huh? We have an artifact turtle shell idol of Armok in the lower temple altar, but we dont have anything up in the temple itself. Rubies are the color of most creatures' blood, and would be very pleasing to the blood god.

So I decided to construct a platform in the temple from which to display this opulent idol.



Rubies are red
Elf blood is blue
Armok loves me
But Armok hates you

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 10, 2010, 10:51:00 am**

UNSPEAKABLE TRAGEDY!!!

Spoiler: Ill speak about it now... (click to show/hide)

While out looking for silk, the eldest son and heir of the Dungeon Master and the Court Musician was taken from us!!!

A kidnapper has made off with the Noble 'Johann Schmidt' Udzepon!

Holy shit!!! The eldest son of Petbeard and Kurk Quarcaine may one day ride through here on a beak dog, attacking us all, brainwashed by savage goblins!!!

Either that....or he'll wind up getting tracked down and killed by an adventurer. Or maybe the adventurer will ask Johann Schmidt to join him in his quest?

Who knows what future is in store for young Johann? Either way, it probably will include early death. A short but interesting life he will have.

Urist is appalled by the losses of such good Armok worshipers recently, and orders the bridges raised and Blockedlance sealed off from the outside world.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **CJ1145** on **June 10, 2010, 11:46:19 am**

Who's Diary, Entry 2

Dear Diary,

It seems I am dead. Oh dear. On the bright side, my sibling shall surely carry out my plans for me, right? Now then, I shall find my way through this labrynth of an afterlife. There sure is a lot of blood here...

Who Two's Diary, Entry 1

Dear Diary,

Fuck that guy. My stupid brother wanted me to enact some sort of ritual to make him ascend to godhood or something like that. Well, now he's gone and died, so I guess that plan's out of the question. I guess I'll have to find something else to do with my immense power...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **June 10, 2010, 11:55:15 am**



The dwarves could not understand what she was digging for, as she didnt seem focused on any gems or metal veins. If something valuable came along, she mined it out of course, but it was not her goal. She constantly shifted the digging direction. The Stonecutters never knew which way they would be mining until they got their daily digging orders from Baron von Montague. It was as if the Empress was laying some kind of trap....some labyrinthine abyss from which even the bravest dwarven adventurers would never return.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 10, 2010, 10:59:56 pm**

Merchants came this year. I dont know why. We have no intention of opening our gates to anyone, else some goblin, or demon, or elf will barge through and take our precious children!

And of course, we are right. Immediately following the caravan is a filthy green horde!

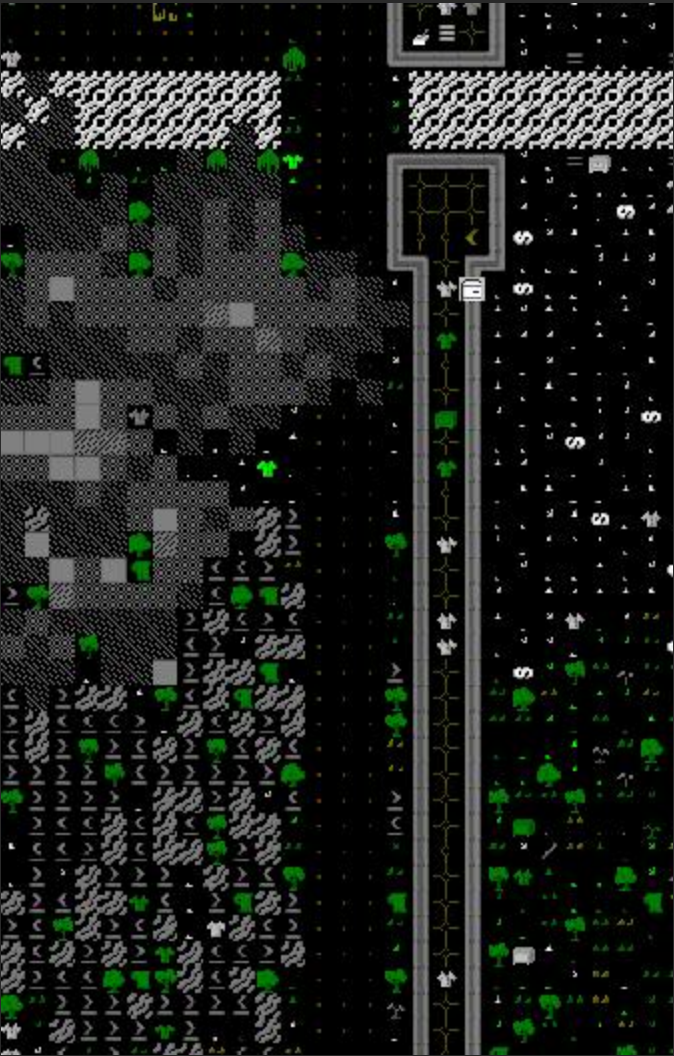


These merchants fight bravely, but they dont stand a chance.

At least all the goblins burn alive too.



Wondrous devastation....



Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **June 10, 2010, 11:32:35 pm**

Burn! Burn!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 11, 2010, 12:03:41 am**

AOE flames much?

are you getting too sissy to Give Gobs Fireballs so they can burn themselves to death without any Casulaties?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **RavingManiac** on **June 11, 2010, 03:25:45 am**

The FIREBREATH token gives both flame breath and fireballs. There is no way to have one without the other.

Making the goblins fire immune would help, though.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **CJ1145** on **June 11, 2010, 08:30:57 am**

Too easy, Maniac. If they get fire, they have to learn to live with it.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 11, 2010, 11:02:48 am**

Quote from: RavingManiac on June 11, 2010, 03:25:45 am

The FIREBREATH token gives both flame breath and fireballs.

Well there are two firebreath tokens. At least in 40d...havent modded the new DF yet. But in the old one, you have firebreath which is actually fire balls, and then you have dragon firebreath which is what the goblins have right now.

EDIT - Elves in my game have regular firebreath, and I have seem them spew dragon fire every now and again. Its rare, but you might be right that the firebreath token gives both.

Quote from: CJ1145 on June 11, 2010, 08:30:57 am

Too easy, Maniac. If they get fire, they have to learn to live with it.

Exactly.

I like that they burn themselves. It fits the goblins stupid character. Their gods have given them firebreath, but they're too brutish and oafish to know what to do with it. And they're so aggressive that they'll even spit fire from the back of the squad out towards the enemy. They'll spit fire even if half the squad is already engaged in close combat with the enemy.

Plus its funny when fire gets everywhere.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Sonrah** on **June 11, 2010, 05:59:47 pm**

Like a few other people here apparently, i've joined the board to say this:

THIS IS A FUCKING AWESOME STORY

Seriously, i started playing DF because of boatmurdered. And I started building (somewhat useless) temples and sacrifice altars because of you.

Thanks :)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Kipi** on **June 12, 2010, 04:07:51 pm**

Nice work!

Could I get a dwarf? Male, preferably in military. Named as Kipi.
If no military then mechanic?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 13, 2010, 10:57:04 am**

Quote from: Sonrah on June 11, 2010, 05:59:47 pm

THIS IS A FUCKING AWESOME STORY

THANK YOU!!!

Quote from: Sonrah on June 11, 2010, 05:59:47 pm

I started building sacrifice altars because of you.

Hell yeah. 8)

Now if you ever start building sacrificial altars FOR me, here is what my majesty requires....

Gimp Almighty's Weekly Sacrificial Demands

1. Place 7 ounces of dried rat weed in a rope reed bag beneath the golden altar of The Gimp, so that my lungs may never know a breath of fresh air.
2. Place 7 barrels of dwarven ale beneath the altar, one barrel for each day, so that my mind may never know sobriety. It is blasphemous to place elf drinks in my presence.
3. Sacrifice 7 kittens in my honor, and place their delicious meat at my altar.
4. Sacrifice 21 virgins in my honor, three for each day of the week. In fact, I'd prefer it if you don't really sacrifice them...just kinda leave them there...then close the door. Don't worry...I'll get 'em.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 13, 2010, 10:57:22 am**

Quote from: Kipi on June 12, 2010, 04:07:51 pm

Nice work!

Could I get a dwarf? Male, preferably in military. Named as Kipi.
If no military then mechanic?

You're in.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **June 13, 2010, 12:00:17 pm**

Quote from: MrGimp on June 13, 2010, 10:57:04 am

2. Place 7 barrels of dwarven ale beneath the altar, one barrel for each day, so that my mind may never know sobriety. It is blasphemous to place elf drinks in my presence.

Sunshine makes Gimp vomit in more ways than one.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 13, 2010, 06:02:39 pm**

Quote

1. Place 7 ounces of dried rat weed in a rope reed bag beneath the golden altar of The Gimp, so that my lungs may never know a breath of fresh air.
2. Place 7 barrels of dwarven ale beneath the altar, one barrel for each day, so that my mind may never know sobriety. It is blasphemous to place elf drinks in my presence.
3. Sacrifice 7 kittens in my honor, and place their delicious meat at my altar.
4. Sacrifice 21 virgins in my honor, three for each day of the week. In fact, I'd prefer it if you don't really sacrifice them...just kinda leave them there...then close the door. Don't worry...I'll get 'em.

I did that , but i don't know what you like so excuse me if i gave Wounded Kittens

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Innominate** on **June 14, 2010, 12:08:29 am**

Do you really want DF virgins? They don't have genitalia, and they're filled to the brim with spores.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **June 14, 2010, 03:51:29 pm**

Quote from: Innominate on June 14, 2010, 12:08:29 am
Do you really want DF virgins? They don't have genitalia, and they're filled to the brim with spores.

Well, you do want to have the prime quality spores for prime quality ~~sacrifices to armok~~**children**, and that's where you find 'em.

I've been following this thread as a guest for a long time, since around The Jewels of Life. Now that I'm finally signed up and stuff in that relative direction... I'd like a dwarf. A dorfy dorf. A dorf's dorf, if you will. Also, I am definitely not trying to stretch out this paragraph at all, definitely.

Name: Chare (Female)
Profession: Anything to do with stone or metal (Blacksmith, Weponsmith, Armoursmith, Miner, Mason, whatever.)

If I get in, I'd also like to see the profile for my character.

Rainbows make me cry, over.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 15, 2010, 09:27:10 pm**

hmmmmm , can't resist this , but....

Spy : "This is Ninja Pichu! Rainbows Make me Cry!"

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **June 16, 2010, 02:01:02 pm**

Quote from: Ze Spy on June 15, 2010, 09:27:10 pm
hmmmmm , can't resist this , but....
Spy : "This is Ninja Pichu! Rainbows Make me Cry!"

Scout: "Yeah, it's hard to backstab someone when he's beatin' your frickin' skull in, isn't it?"

I could not resist.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 16, 2010, 08:32:51 pm**

nah , the correct quote is :

"Hard to stab the guy in the back when hes beatin' ya freakin' head in eh?"

but i think i better stop going off topic before someone decides to beat me to death with a golf trophy(reference to "Meet the Sniper")

also , since i am too impaitient to wait for raganrok to happen and start some kind of claustropic explosion that fucks up with the Soul Chamber and revives everyone dead , i am just going to request another one

Name : R. Ced Chlore
Role : i am Sacrificing Nobility for Momentuem and long-time survival , so anything that doesn't involve "Running up to someone and beating him to death with mud and shit and stuff , but i'll prefer Bowyer or wepon manufacturer

either that , or i'll just divide by zero and get my previous dwarf out of that hell cluster-fuck

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **June 17, 2010, 10:29:49 am**

Quote from: Ze Spy on June 16, 2010, 08:32:51 pm
nah , the correct quote is :
"Hard to stab the guy in the back when hes beatin' ya freakin' head in eh?"
but i think i better stop going off topic before someone decides to beat me to death with a golf trophy(reference to "Meet the Sniper")
also , since i am too impaitient to wait for raganrok to happen and start some kind of claustropic explosion that fucks up with the Soul Chamber and revives everyone dead , i am just going to request another one
Name : R. Ced Chlore
Role : i am Sacrificing Nobility for Momentuem and long-time survival , so anything that doesn't involve "Running up to someone and beating him to death with mud and shit and stuff , but i'll prefer Bowyer or wepon manufacturer
either that , or i'll just divide by zero and get my previous dwarf out of that hell cluster-fuck

Someone needs to make a machine fueled by nobles, right now.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Kaberton** on **June 19, 2010, 05:49:39 pm**

Oh, also, if you need any sort of story for my guy, just make him an asshole.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TheSummoner** on **June 19, 2010, 07:06:51 pm**

So I read through this... all 130 pages... and its awesome... Its half the reason I registered on these forums.

If theres any room, could you add me? Preferrably male, but female wouldn't bother me. I'd like my Dwarf to be a sort of warrior priest... Mace wielder would be most appropriate, but hammer or axe would be fine. As for a story, he could be a high ranking member of

the church of Armok, though below the high priest and priestess of course. Perhaps he could have a role in sacrifices... Gather a large number of prisoners and slaughter them all! Let the blood flow! That sort of thing. He'd be a complete fanatic, blindly loyal to Armok and his chosen champion, Queen Urist.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 19, 2010, 08:49:02 pm**

i got totally confused at your last sentence

if you ment what i was thinking , then you are totally thinking shit upside-down

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TheSummoner** on **June 19, 2010, 09:34:49 pm**

"He'd (My dwarf) be a complete fanatic, blindly loyal to Armok and his (Armok's) chosen champion, Queen Urist."

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 20, 2010, 12:42:36 am**

you should of said "Chosen One" instead of chosen Champion so that i don't get messed up

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **mathlc** on **June 20, 2010, 04:46:39 pm**

Quote from: MrGimp on June 13, 2010, 10:57:04 am

Quote from: Sonrah on June 11, 2010, 05:59:47 pm

THIS IS A FUCKING AWESOME STORY

THANK YOU!!!

Quote from: Sonrah on June 11, 2010, 05:59:47 pm

I started building sacrifice altars because of you.

Hell yeah. 8)

Now if you ever start building sacrificial altars FOR me, here is what my majesty requires....

Gimp Almighty's Weekly Sacrificial Demands

1. Place 7 ounces of dried rat weed in a rope reed bag beneath the golden altar of The Gimp, so that my lungs may never know a breath of fresh air.
2. Place 7 barrels of dwarven ale beneath the altar, one barrel for each day, so that my mind may never know sobriety. It is blasphemous to place elf drinks in my presence.
3. Sacrifice 7 kittens in my honor, and place their delicious meat at my altar.
4. Sacrifice 21 virgins in my honor, three for each day of the week. In fact, I'd prefer it if you don't really sacrifice them...just kinda leave them there...then close the door. Don't worry...I'll get 'em.

lol.....win

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **June 21, 2010, 11:12:16 am**

So, how is Eagle doing anyways?

Still chilling in his cave?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **June 21, 2010, 01:51:29 pm**

In west Blockedlance born and raised
In the hermitcave was where I spent most of my days
Chillin' out maxin' fightin' goblins all brave
And all shootin some goblins outside of the cave
When a couple of orcs
Who were up to no good
Startin killin' dwarves in my neighborhood
I got in one little fight and my queen got scared
She said 'You're movin' with your goblin and dragon in Bel-Air'

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 22, 2010, 10:51:50 am**

Quote from: Ninja Pichu on June 14, 2010, 03:51:29 pm

Name: Chare (Female)
Profession: Anything to do with stone or metal (Blacksmith, Weaponsmith, Armoursmith, Miner, Mason, whatever.)

No problemo.

Quote from: Ze Spy on June 16, 2010, 08:32:51 pm

i am just going to request another one

Name : R. Ced Chlore

I suppose. Although I'll probably live to regret it.

Quote from: TheSummoner on June 19, 2010, 07:06:51 pm

If theres any room, could you add me? Preferrably male, but female wouldn't bother me. I'd like my Dwarf to be a sort of warrior priest... Mace wielder would be most appropriate, but hammer or axe would be fine. As for a story, he could be a high ranking member of the church of Armok, though below the high priest and priestess of course. Perhaps he could have a role in sacrifices... Gather a large number of prisoners and slaughter them all! Let the blood flow! That sort of thing. He'd be a complete fanatic, blindly loyal to Armok and his chosen champion, Queen Urist.

You're in. Blindly loyal dwarves are always welcome!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 22, 2010, 10:56:27 am**

Quote from: Ninia Pichu on June 21, 2010, 11:12:16 am

So, how is Eagle doing anyways?

Still chilling in his cave?

Eagle just lazes around forgotten most of the time. In fact, the tale of Eagle has been quite sad and alcohol free lately. He ran out of booze and was drinking water for YEARS before I realized he needed to make more. Think of the horror. Can you imagine the madness he must have suffered from?!

He also made a bunch of spears and mechanisms for a repeating weapon trap. I haven't had him install the thing entirely yet. I should get on that. Its taken him twenty years to do this. lol

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 22, 2010, 10:56:48 am**

Quote from: Cheddarius on June 21, 2010, 01:51:29 pm

In west Blockedlance born and raised
In the hermitcave was where I spent most of my days
Chillin' out maxin' fightin' goblins all brave
And all shootin some goblins outside of the cave
When a couple of orcs
Who were up to no good
Startin killin' dwarves in my neighborhood
I got in one little fight and my queen got scared
She said 'You're movin' with your goblin and dragon in Bel-Air'

Hell yeah!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 22, 2010, 11:13:54 am**

Spring 262

FPS: 139olis Rifotkûbuk. "Blockedlance"										12th Slate. 262. Mid-Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:		16049841*				Population:		67											
Weapons:		659373*				Miners				2		Champions				4			
Armor and Garb:		685323*				Woodworkers				None		Axe Lords				None			
Furniture:		3483379*				Stoneworkers				2		Swordsdwarves				None			
Other Objects:		2979146*				Rangers				None		Swordmasters				None			
Architecture:		4402570*				Metalsmiths				None		Macedwarves				None			
Displayed:		3661459*				Jewelers				None		Mace Lords				None			
Held/Worn:		178591*				Craftsdwarves				3		Hammerdwarves				None			
Imported Wealth:		2125684*				Nobles/Admins				15		Hammer Lords				None			
Exported Wealth:		522333*				Peasants				2		Speardwarves				None			
						Children				23		Spearmasters				None			
						Fishery Workers				None		Marksdwarves				9			
Food Stores:		13407				Farmers				6		Elite Mrksdurvs				None			
Heat		None		Seeds		859		Engineers		1		Wrestlers				None			
Fish		None		Drink		6197		Trained Animals		A		Elite Wrestlers				None			
Plant		249		Other		6102		Other Animals		A		Recruits				None			

Another tick of the clock and a new calendar gets hung on the walls. The dwarves celebrate the event with beer.

This fortress is old man...

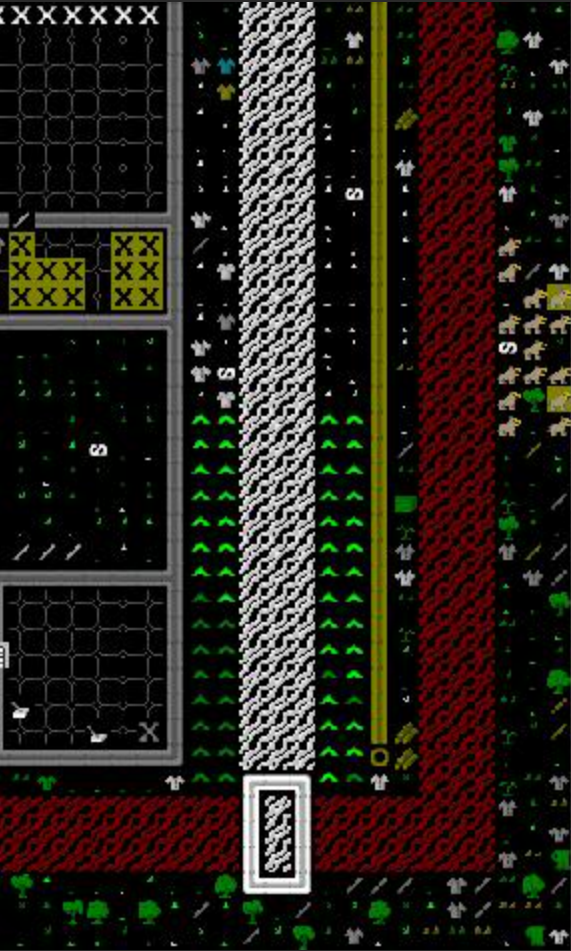
The Stray Fox (Tame) has died of old age.

Hey I was saving that fox for modding you summummabitch!

Gods dammit! Now what am I gonna do? Trade with elves for more animals? Ack!

We don't take kindly to non dwarves around here...well, except for humans, cuz theyre pretty beardedly....but these elves and goblins are not welcome here!!!

They sure do like to try and get in though....



Another goblin horde assaults us this year. Having kept the fortress sealed, Urist knew there were no dwarves out in the fields. She ordered non military dwarves inside, then the Empress decided to have a little fun and opened the gates.

In rushed the gobbos...



A few beak dogs and goblins were caged immediately. The rest were peppered with bolts from above. The goblins returned fire, but our dwares were invinci-

Nightwing Zonrulush. Marksdwarf has bled to death.

Hey wait....what?

Nightwing took a goblin bolt to the throat! He clamored away from the walls, but collapsed before he could reach a bed and medical attention. He died there on that rooftop, in front of his squad.

Enraged, the dwarves sought revenge on the green skins!

Drowning in iron bolts and their own blood, the goblins frantically set everything ablaze.



The carnage was glorious.

When the battle was over, the dwarves had time to mourn their loss amid the smoke and gore.



Farewell Nightwing. You will surely be missed in the next battle.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **June 22, 2010, 12:09:58 pm**

The dwarves are vengeance. The dwarves are the night.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **maxicaxi** on **June 22, 2010, 11:40:52 pm**

Quote from: Cheddarius on June 22, 2010, 12:09:58 pm

The dwarves are vengeance. The dwarves are the night.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **June 23, 2010, 11:48:46 am**

Oh yeah, by the way, for those who are interested...

Spoiler: I won my court case (click to show/hide)

It took nearly six months, a bunch of paperwork, and going to court three times, but I won the damn case. I had forgotten the date of the last trial, and didnt remember it until the day before. Then I tried to get my paperwork together and half of it was missing (hey its been a six month process alright). The other half that wasnt missing was half brown from soda being spilled on it. I didnt have time to reprint it.

So I went to court with only half my paperwork, totally high and with soda spilled all over my evidence. I was one of the first on the docket. He didnt show (of course). I presented my soda paper to the judge ('Commissioner' technically...whatever...its a judge). She read through it, asked me a couple questions...I gave her more soda paper, then she said 'alright, judgment of \$5485 for the plaintiff'.

Fuck yeah. 😊

I AM THE LAW!!!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Theodolus** on **June 23, 2010, 11:58:08 am**

Quote from: MrGimp on June 23, 2010, 11:48:46 am

Oh yeah, by the way, for those who are interested...

I AM THE LAW!!!

The Empress might have to argue that assertion...

Honestly, though, congrats. It's nice to see that the justice system gets it right once in a while at least. Awesome story, by the way. Three days of absolute, productivity sucking, awesome.

With that said, I want in. Any dwarf will do, but preferably a zealot of Armok. I'm thinking more along the lines of the zealot type who is absolutely on fire for their deity all the way up to their horrible, bloody death at which point they realize that their deity was just fucking with them all along. But an axe-dwarf would work too. :)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **June 23, 2010, 12:17:16 pm**

MR GIMP IS VENGEANCE! MR GIMP IS THE LAW!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **IHateOutside** on **June 23, 2010, 02:10:35 pm**

Congrats on getting what you were owed in court and on an awesome story. I can't wait for the apocalyptic ending! :)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Huesoo** on **June 23, 2010, 04:00:26 pm**

Quote from: MrGimp on June 23, 2010, 11:48:46 am

Oh yeah, by the way, for those who are interested...

Spoiler: I won my court case (click to show/hide)

It took nearly six months, a bunch of paperwork, and going to court three times, but I won the damn case. I had forgotten the date of the last trial, and didnt remember it until the day before. Then I tried to get my paperwork together and half of it was missing (hey its been a six month process alright). The other half that wasnt missing was half brown from soda being spilled on it. I didnt have time to reprint it.

So I went to court with only half my paperwork, totally high and with soda spilled all over my evidence. I was one of the first on the docket. He didnt show (of course). I presented my soda paper to the judge ('Commissioner' technically...whatever...its a judge). She read through it, asked me a couple questions...I gave her more soda paper, then she said 'alright, judgment of \$5485 for the plaintiff'.

Fuck yeah. 😏

I AM THE LAW!!!

Fuck yeah man.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TALLPANZER** on **June 23, 2010, 04:36:56 pm**

PRAISE BE TO ARMOK! Let us build a great tower of Coke, fill it with goblins, and the burn it to the ground in celebration!
TALLPANZER has organized a party at BURNING TOWER OF GOBLINS!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Innominate** on **June 23, 2010, 09:44:36 pm**

Quote from: MrGimp on June 23, 2010, 11:48:46 am

Oh yeah, by the way, for those who are interested...

Spoiler: I won my court case (click to show/hide)
It took nearly six months, a bunch of paperwork, and going to court three times, but I won the damn case. I had forgotten the date of the last trial, and didnt remember it until the day before. Then I tried to get my paperwork together and half of it was missing (hey its been a six month process alright). The other half that wasnt missing was half brown from soda being spilled on it. I didnt have time to reprint it.

So I went to court with only half my paperwork, totally high and with soda spilled all over my evidence. I was one of the first on the docket. He didnt show (of course). I presented my soda paper to the judge ('Commissioner' technically...whatever...its a judge). She read through it, asked me a couple questions...I gave her more soda paper, then she said 'alright, judgment of \$5485 for the plaintiff'.

Fuck yeah. 😏

I AM THE LAW!!!

Sounds to me like Armok should tell Urist to hold the most badass celebration ever, and she will have no idea why.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TheSummoner** on **June 23, 2010, 11:39:58 pm**

"The fires of Armok's might will purge this world of the weak! Let the goblins and elves be burnt to ash!"

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **June 24, 2010, 12:07:15 am**

What? you won your court Case?

Tell me what masterpiece(or demands) you want build and i'll do it

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **June 25, 2010, 12:47:53 pm**

Congrats on the court case, I can guess where the money is going to go. ;)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **June 27, 2010, 10:41:42 pm**

Quote from: MrGimp on June 22, 2010, 10:56:27 am

Quote from: Ninja Pichu on June 21, 2010, 11:12:16 am

So, how is Eagle doing anyways?

Still chilling in his cave?

Eagle just lazes around forgotten most of the time. In fact, the tale of Eagle has been quite sad and alcohol free lately. He ran out of booze and was drinking water for YEARS before I realized he needed to make more. Think of the horror. Can you imagine the madness he must have suffered from?!

He also made a bunch of spears and mechanisms for a repeating weapon trap. I haven't had him install the thing entirely yet. I should get on that. Its taken him twenty years to do this. lol

Sobriety... the dwarf's worst enemy.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **July 27, 2010, 09:31:47 pm**

Wow has it really been a month since the last post? Wow. My bad everybody. I keep thinking Ill get to it next week. Next week, next week, next week. But theres always work. And then time spent trying to get into the pants of females.

Plus, my 'almost-noble' job has earned me the money to buy a quad core computer with a googaplex of ram and memory. This thing can stream porn, youtube, website stuff, ftp stuff, coding stuff, image editing stuff, and whatever else my computer is running all without skipping a beat. Its ungodly powerful. And then I bought Fallout 3 and whenever I have extra time Im playing that. That game is so awesome. If you guys like apocalyptic humor then you'll like Fallout 3.

But anyways, I want to give Blockedlance the end it deserves, not something quick and slopped together. But I guess Im just giving it a prolonged drawn out slow death. I dont know if thats any better. :-\

I wanted the adventure tunnels to be awesome, so that theres a legacy to the fort and a reason to play an obsolete version of DF in order to check it out. But it requires a lot of attention to detail to get the tunnels and traps right. I cant just run it in the background and get what I want out of it. Plus like I said, its hard to stay focused on one fortress in one game for so long. This story is almost two years old!!!

But the gods be damned! Let version 1.0 of DF be released before this story is finished, and I will STILL finish it. By the beard of Armok's beard, I swear this story will properly meet its end and NEVER be abandoned until its bloody fate has made its tortured souls worthy of their eternal rest.

Blood for the Blood God

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Tradanbattlan** on **July 27, 2010, 09:46:58 pm**

THANK GODS! I was starting to miss seeing my favorite fort's name appearing in my Updated Topics list every now and again. :D

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **July 28, 2010, 12:16:48 am**

You , Sir , Are Awesome , once you finish the Adventure Tunnel , Are you Gonna post the Save or something for us to Go Adventure Mode and try to Beat the Tunnel?

or , if you are that kind , let us screw around the fort in Fortress mode

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Huesoo** on **July 28, 2010, 11:03:37 am**

Cool.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Moose Fisher** on **July 28, 2010, 04:34:58 pm**

We're with you all the way!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **July 28, 2010, 09:14:07 pm**

[Quote from: Tradanbattlan on July 27, 2010, 09:46:58 pm](#)
THANK GODS! I was starting to miss seeing my favorite fort's name appearing in my Updated Topics list every now and again. :D

QFT

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Lord Inquisitor** on **July 31, 2010, 12:04:28 am**

Armok now requires sacriface of 5485 souls as celebration.
Bout time you got fallout 3, its a great game and I mod it better.

You going to keep the evil queen until she dies of old age proving she is the ultimate dwarf survivor.

Of course this is the best fortress thread here.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TheSummoner** on **August 01, 2010, 08:25:02 pm**

Maybe Queen Urist would be interested in seeking immortality... Modding the game to get rid of the maxage tag might work... Not sure if it would affect Dwarves that already exist, but in theory it would make her immortal.

Of course, such a feat would require mass sacrifice... many lives, goblin, elf, human and dwarf would have to be given for something as great as immortality.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **nbonaparte** on **August 02, 2010, 01:01:13 am**

Wow. That's all I have to say. fucking long thread, but excellent. Looking forward to more.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **sadron** on **August 08, 2010, 10:36:14 am**

I'm loving this topic :D

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **rty275** on **August 09, 2010, 09:08:08 am**

A tribute to the Microcline Monster :P

Spoiler (click to show/hide)
No edits, the Adamantine and the Microcline were interwoven. The whole HFS on this site are like this (except that it usually has some adamantine thrown in

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Tradanbattlan** on **August 09, 2010, 10:12:34 am**

[Quote from: rty275 on August 09, 2010, 09:08:08 am](#)
A tribute to the Microcline Monster :P
Spoiler (click to show/hide)
No edits, the Adamantine and the Microcline were interwoven. The whole HFS on this site are like this (except that it usually has some adamantine thrown in
Gahahaha! That's brilliant!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **rty275** on **August 09, 2010, 03:51:06 pm**

No mods but the game took like 5-6 hours genning the game so i think it may have messed up.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Urist McKing** on **August 10, 2010, 11:55:18 am**

Brilliant. Absolute brilliance. You have pleased the Emprah. Now, can I have a dwarf that worships the emprah and always accuses his enemies of heresy and calls the goblins xeno scum? I'd like his name to be Cain.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **August 11, 2010, 04:49:41 am**

Quote from: rty275 on August 09, 2010, 03:51:06 pm
No mods but the game took like 5-6 hours genning the game so i think it may have messed up.

Wrong Thread

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 11, 2010, 12:41:10 pm**

Quote from: Urist McKing on August 10, 2010, 11:55:18 am
Briliant. Absolute brilliance. You have pleased the Emprah. Now, can I have a dwarf that worships the emprah and always accuses his enemies of heresy and calls the goblins xeno scum? I'd like his name to be Cain.

Sure.

We had a Cain many decades ago. You shall be known as Cain, no relation to Cain. :)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 11, 2010, 12:51:28 pm**

Thanks everyone for reading!!! Nah I dont know about making the Queen immortal. All must die in the end. This is the way of the Blood God. Only vile elves would dare violate this holy law of 'death for everyone'. And I guess goblins....but theyre guaranteed to die in battle whether they are technically immortal or not. So it's not as offensive to the Blood God (although the whole raping, pillaging, and child enslavement thing is pretty offensive to the dwarves).

Maybe Armok would be willing to grant Urist immortality if she killed off all the elves?

Anyways....I have been slaving to finish up our gigantic project for work with 250,000 lines of code. The first official demo is friday. Then bugtesting for a month. Then we shove it out the door. I'm being promised loads of money...which is probably a horrible lie. But maybe not. I think I'll get a break after the demo....maybe this weekend or sometime next week. I will devote that time to dwarf fortress at last!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Innominate** on **August 12, 2010, 01:27:29 am**

Quote from: MrGimp on August 11, 2010, 12:51:28 pm
Anyways....I have been slaving to finish up our gigantic project for work with 250,000 lines of code. The first official demo is friday. Then bugtesting for a month. Then we shove it out the door. I'm being promised loads of money...which is probably a horrible lie. But maybe not. I think I'll get a break after the demo....maybe this weekend or sometime next week. I will devote that time to dwarf fortress at last!

Ooh, what is this project? Or is it all very hush hush?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 13, 2010, 11:05:09 pm**

Quote from: Innominate on August 12, 2010, 01:27:29 am
Quote from: MrGimp on August 11, 2010, 12:51:28 pm
Anyways....I have been slaving to finish up our gigantic project for work with 250,000 lines of code. The first official demo is friday. Then bugtesting for a month. Then we shove it out the door. I'm being promised loads of money...which is probably a horrible lie. But maybe not. I think I'll get a break after the demo....maybe this weekend or sometime next week. I will devote that time to dwarf fortress at last!
Ooh, what is this project? Or is it all very hush hush?

Its just a project of never ending rewrites and third-party integrations. It wont end and its taking my sanity. Now the demo is pushed back to tomorrow in the morning. If that fails (it might) then its Monday....then we have a month bug testing. I dont think Im getting a weekend after all.

slkdgha;sghj;sfgkjeoh

MrGimp Peasant Programmer cancels work: Rolling on floor babbling incoherently

MrGimp Peasant Programmer cancels babble: Feeding hunger for murder

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Tradanbattlan** on **August 13, 2010, 11:10:18 pm**

Take me if it pleases you. <:3

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 13, 2010, 11:20:23 pm**

MrGimp Peasant Programmer satiates hunger: Devouring loyal follower

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **August 14, 2010, 01:08:39 am**

McPyro Spycheck Cancels Spy check : What the Fuck?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 14, 2010, 02:01:34 am**

Back in 259, the Empress had paid some of the dwarven caravan masters to act as official messengers of the Empress. She had instructed them to travel to all four corners of Sil Gomath, bringing the good news of the ascension of a new Dwarven Empress that laid claim to dominance over all royal dwarven lineages in the world. The caravan masters were always looking for more beer money, and quickly agreed. It took them many many months to cross Sil Gomath. For over a year they meandered along their trade routes, stopping for months at a time to get drunk and spray their spores on local girls. They spread news of the new Empress, and everywhere they went, the terror of Urist's name had preceded them, and the locals fell to their knees and agreed to send tribute.

At long last however in a place far to the north in the land known as the Jade Irons, a ruler felt he was in a strong enough position to callously disregard the rule of the Imperatrix Magnus.

It again was a long journey before the caravan could bring the response to Blockedlance's gate. The caravan riders did not have the courage to deliver the message personally, and instead simply dropped off a few boxes at the front gate and paid to have them sent to the Empress. Then, hurriedly, the merchants raced out of town.

Urist sat on her adamantine throne as her courtiers brought in her daily mail.

"Tribute from the western dwarves m'lady," said Mogror as peasants slowly dragged in massive bags of worthless junk crafts. Apparently Blockedlance wasn't the only place in Sil Gomath trying to pass worthless baubles off as treasure.

"Very good. Throw it all in the atom smasher," was the cold reply of the Empress. It was all just a dominance game. She didnt really need the tribute, she just needed the other nations of the world to know that she could ask for anything at any time and they better oblige.

"Next....we have the tribute from the northern lands. The land of the Jade Irons."

"Ahhh," smiled the Empress. "I have been waiting for news from this land for some time. It is quite far away, and I hear it is a very rich and powerful kingdom. I bet this is the one place that could actually afford to send us tribute that is worth saving and not smashing into oblivion. I am very eager to see what my loyal subjects of the Jade Irons have made for their Empress!" Urist leaned forward in her seat as three boxes were brought in. The boxes were laid before the Queen. She beamed a large smile as the lids of the boxes were removed, all at the same time. She had been expecting gold, or silver at least. Maybe some diamonds or rubies? Artifact crafts would have been alright. But that was not what they had sent....

There in the boxes were the heads of the caravan masters she had hired as her emissaries. They had been pickled so as to preserve them over such a long journey, but they had begun to rot anyways. The stench was unbearable, and the look on the faces of the disembodied heads was enough to show that their last moments had indeed been terrifying.

There was a loud gasp as everyone felt the shock at once. Then the room fell silent.

These northerners would pay for this. They would pay dearly....

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TALLPANZER** on **August 14, 2010, 03:21:50 am**

TALLPANZER has organized a party at the Northerners bloody torso

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Maggarg - Eater of chicke** on **August 14, 2010, 07:02:57 am**

Feh, cruelty is cruelty. Mogror is always happy to see a bit of suffering.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **August 14, 2010, 08:25:27 am**

the Northeners Better Run , its their only w a y to win

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Innominate** on **August 14, 2010, 11:58:32 am**

The northerners probably don't realise that the queen was actually looking for a slightly larger head to balance out the left leg of her head-throne. Their timely gift is most excellent.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **August 14, 2010, 04:08:09 pm**

I have a feeling that the expressions on those heads are going to be the expressions on the northerner's heads when Empress Urist sweeps down upon them.

(Also, when my dwarf finally does appear, she should be snooty and high-class. You know, the kind of dwarf that dwarves hate.)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 15, 2010, 12:25:59 am**

Christes sat at a low wooden table in the infinite void, sipping tea and watching her crazy telepathic friend. He had been steadily losing his sanity....which was really a site to behold because he had already been totally out of his mind. Who could blame him? His emotions had been played with. He had sensed the coming end of the world, the end of all of his eternal suffering....and yet...it would not come. Each 'day' would pass, as bleak and empty and white as all the countless days before. His powers of psychic manifestation and material manipulation bored him. There was nothing keeping him from being a God in this void....and yet he longed only for his self-destruction.

"Why?" moaned the voice of the telepath inside Christes' mind. He had been staring out over the void without moving for what must have been months now. He had been completely lifeless, and Christes was caught off guard by his speech.

"Why what?" asked Christes.

"Why wont it end?" he cried. There was silence for a moment. Christes did not know how to answer. "It should have ended already! Why wont it just end?!"

"What if Ragnarok has already taken place, and the world didnt end afterall?"

"Then we may never die!!! Oh curse the thought!!!" shrieked the voice of the telepath. He flailed his arms and then smacked his head repeatedly from both sides in an attempt to get the thought out of his mind. It was almost as if he was afraid it would manifest itself into reality. "Long ago my link to the outside world was lost....if ever I existed outside of the void. You! You still have a psychic link to that Blockedlance place of yours! A great deal have you learned in your years in the void! Yes! Open your mind and tell me what you see of your home. Has the end of the world passed us by? Has Armok slain the elder gods? Has evil truly triumphed over good?"

"Alright alright....I will try..." Christes closed her eyes and thought of her old home. She had been cut off from the fortress of

Blockedlance for many decades, but her powers of telepathy had also grown greatly, and she could envision much with her mind's eye.

"Well....what do you see?"

"Yes I see the fog rolling down from the mountain tops of the Ruthless Tower. Above the morning mist rises the Pyramid of Urist and the Temple of Blood. I see.....many signs of recent battle. There are scorch marks, ash piles, and mounds of goblin corpses - "

"Goblin?" interrupted the telepath. "What about Elves? No Elves? It's the Elves and their Gods who will confront Armok at the end of days."

"There are many elf bones scattered all around....but they feel to me as if they have been there for quite some time."

"Well then we still have a chance to die!" boomed the voice of the telepath in Christes' head. It was eerily happy as it said such words.

"Yes....lucky us..." muttered Christes.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 15, 2010, 09:06:40 pm**

Yo, to keep people interested during the lull, here is the earliest save of Blockedlance that I have (as far as I know at least). Its Blockedlance circa 235, roughly three decades ago. For the hardcore fans it might be interesting to see what the fort used to look like way back when.

<http://www.wheresmypage.com/DF/spring235.zip> (<http://www.wheresmypage.com/DF/spring235.zip>)

Just save it and unzip it, then set it as your save folder for DF 40d.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 16, 2010, 09:30:47 pm**

Spring 263.

FPS: 140olis Rifotkûbuk. "Blockedlance"										12th Granite. 263. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth: 16012688*										Population: 68									
Weapons		659356*		Miners		2		Champions		4									
Armor and Garb		678126*		Woodworkers		None		Axe Lords		None									
Furniture		3482089*		Stoneuorkers		2		Swordsdwarves		None									
Other Objects		2961835*		Rangers		None		Swordmasters		None									
Architecture		4400728*		Metalsmiths		None		Macedwarves		None									
Displayed		3661047*		Jewelers		None		Hace Lords		None									
Held/Worn		169507*		Craftsdwarves		3		Hammerdwarves		None									
Imported Wealth: 2159736*				Nobles/Admins		15		Hammer Lords		None									
Exported Wealth: 522333*				Peasants		3		Speardwarves		None									
Food Stores: 12669				Children		24		Spearmasters		None									
Heat None		Seeds 894		Fishery Workers		None		Marksdwarves		8									
Fish None		Drink 5640		Farmers		6		Elite Mrksdwarvs		None									
Plant 215		Other 5920		Engineers		1		Wrestlers		None									
				Trained Animals		A None		Elite Wrestlers		None									
				Other Animals		A 29		Recruits		None									

It had been a long time coming. Time had seemed to stand still in Blockedlance ever since those heads had been mailed over. The Queen had hunkered down with her few trusted advisers, but with only two non-crippled champions and eight crappy marksdwarves there wasnt much she could do about the situtation, no matter how much she had wanted to. She had relied too heavily on fear alone. She would need to back her threats up soon, lest she be seen as a weak and ineffectual ruler. She needed to send some kind of army northwards to impose her will....but where would this army come from? It would take too long to breed these Armok worshipers and train them into a fighting machine, and Urist wouldnt want to lose her precious blood cultists anyways.

What to do? What to do?

There wasnt much she could do. No matter how powerful she was here in Blockedlance, far to the north, a thousand miles away, she was powerless.

Powerlessness wouldnt do. Powerlessness was for peasants.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **LINKedup** on **August 16, 2010, 10:45:40 pm**

Just finished reading and GAT DAMN! This story is some crazy shit. Can't wait to see how awesome the ending is.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Christes** on **August 17, 2010, 12:13:01 am**

Hey, Christes is still around!

I await the conflict eagerly.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **12innigma** on **August 19, 2010, 09:43:01 am**

Simply amazing read.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 19, 2010, 04:23:33 pm**

Eagle crawled naked in the mud. His clothes had long ago rotted away, and he had never bothered trying to stitch anything else together. He had abandoned the ways of civilization. He now dug for roots and tubers with his bare hands. He had gone without booze for many years. Thankfully, he had at last solved that problem and had been enjoying alcohol again. However, now he had run out of plump helmet spawn. He had simply eaten it all...or it rotted....or....something. There just wasnt any more spawning spores for his

plump helmet farm. His stocks were running extremely low, and so he had taken to digging in the mud of his tower cap garden looking for any kinds of edible cave flora.

He groaned and grunted while he dug feverishly, cackling with glee everytime he pulled a plump helmet out of the ground and tossed it in his barrel.

He was a filthy, muddy, insane, babbling hermit now. He had not spoken in many years. It was questionable how much dwarven speech he could even remember at this point. Even his thoughts had ceased being in dwarvish, and consisted only of sights, sounds, smells, and emotions now.

But here in this dark cave, this mad hermit continues to cling to life. His mud scrounging this season yielded enough plump helmets to last another few years at least. It was a tenuous existence...but still safer than living under Urist's rule.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 19, 2010, 10:08:57 pm**

The tax collector xczxc hung from the ceiling by a sturdy iron chain with his arms behind his back. His legs were chained as well, and had been pulled higher towards the ceiling. All the blood rushed to his head, and his face hung precariously above a plethora of menacing spikes.

"For the last time xczxc, tell us what we want to know!" Mogror shouted as he further tightened the chain on xczxc's feet, stretching his body painfully.

"I don't know anything else! I told you everything I know!!!" xczxc shrieked. He had committed the crime of being a northerner from the land of the Jade Irons. He had a foul northern accent and a dreadful northern name, and since the heads in boxes incident, he had been receiving some brutal treatment at the sadistic hands of Mogror Harbett.

Mogror whipped xczxc with some dead goblins rusted iron scourge. "Liar!!!" he cried. Mogror cackled with glee as xczxc's body shivered from the pain.

"No!"

"Haha! YES!!!" Mogror whipped him again.

"Please! I've told you everything! The king of the Jade Irons has conquered several goblin fortresses. His power....he thinks it rivals the Empress I'm sure. He's mad!!!! Why must I be punished for his madness?!"

"Because it's hilarious!" shouted Mogror as he grabbed an old iron mace and beat on xczxc's kidneys. xczxc could only muster the strength to let out a long, low groan.

At that moment, the Empress walked in. "Anything new yet?"

"Nah....he told us everything he knew in the first five minutes. I've just been having fun with him the past few months." laughed Mogror with a bright beaming yellow smile. From the base of his crooked broken teeth, his gums pussied and bled from gingivitis. His breath was terrible.

"Oh," said the Empress holding her breath and batting the air in front of her face. She coughed. "Carry on then...." she said at last, before excusing herself from Mogror's foul torture pit.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Maggarg - Eater of chicke** on **August 22, 2010, 01:01:49 pm**

Well let's see how good *your* teeth look when you're 2000 years old.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 28, 2010, 05:10:34 pm**

Spring 264.

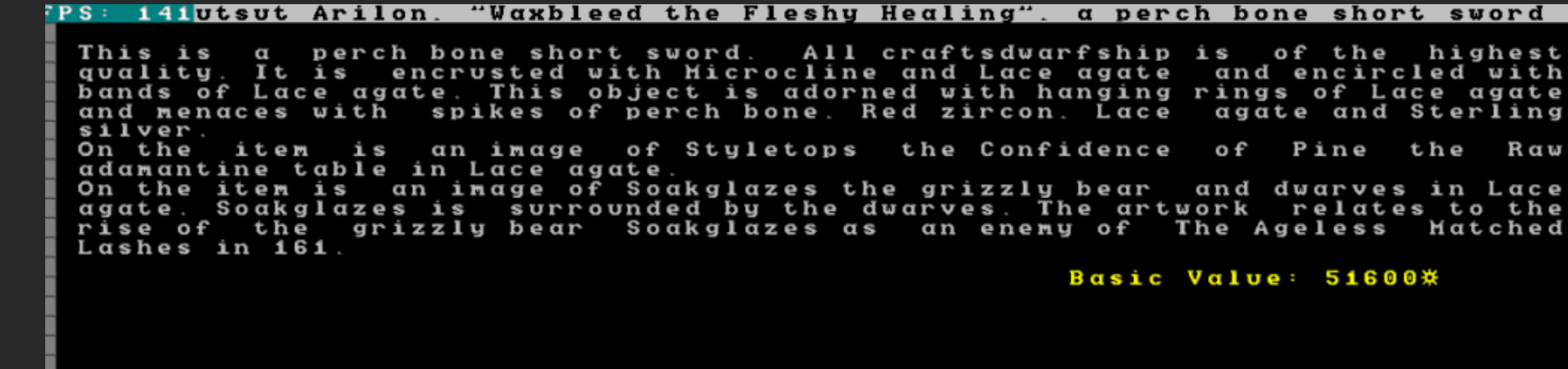
(I was too stoned to take a picture. Im pretty sure it looked pretty much like the last one.)

Empress Urist was her old happy self again this year. The human and dwarven caravans that had come at the end of last year were guarded by fine mercenaries. Urist had persuaded their captains to combine forces in an assault on the northerners. She also provided extra gold in order to procure more troops along the way. She also sent riders to the court of Prince Byakugan, the merchant prince of Behal Ladgi. These humans had always been stalwart allies of the dwarves, and would surely provide whatever help they could.

Urist was again confident of her position. She even forgave the tax collector xczxc for being northern scum! How merciful an Empress she was!

Vucar Ginetsazir. Noble withdraws from society...

And so when the noble Vucar something-or-other went insane and got into some crafts, Urist was delighted to see his magnificent artifact...



A PERCH bone sword??? How big is this fish you ask? Well here is a picture of the dwarfy bastard that caught it. This is actually a picture of him catching it. He just walked right in, picked it right up, and took it home with him.



It made a mighty fine meal and a mighty fine sword. Worth 51,600 copper coins it is. And its got a picture of a table and a bear on it. What more could you ask for?

The rest of the year wasnt as happy as the beginning though. Curly died this year deep in the mining tunnels. A big stone slab fell on him and crushed him. Now he is one with the stone, as all dwarves are destined to be.

Curly Keskaltangath Stonecutter has been crushed under the collapsing ceiling



Oh well...

Life moves on. He is easily replaced.

Jewelettarette Libadoltar Noble has given birth to a boy

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Huesoo** on **August 28, 2010, 05:13:09 pm**

Yo dude how am I doing?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **GannonDorf** on **August 28, 2010, 06:19:50 pm**

"And its got a picture of a table and a bear on it. What more could you ask for?"

... a picture of a bear and a table you say?
http://1.bp.blogspot.com/_N8rQRcs-DzM/S_ghc2GLVKI/AAAAAAAAAMI/S3eRndRyBgw/s1600/patient_bear1.jpg
(http://1.bp.blogspot.com/_N8rQRcs-DzM/S_ghc2GLVKI/AAAAAAAAAMI/S3eRndRyBgw/s1600/patient_bear1.jpg)

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 29, 2010, 11:33:29 am**

Quote from: Huesoo on August 28, 2010, 05:13:09 pm
Yo dude how am I doing?

The original Huesoo died. What was the name of your second character?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 29, 2010, 11:35:22 am**

Quote from: GannonDorf on August 28, 2010, 06:19:50 pm
"And its got a picture of a table and a bear on it. What more could you ask for?"

... a picture of a bear and a table you say?
http://1.bp.blogspot.com/_N8rQRcs-DzM/S_ghc2GLVKI/AAAAAAAAAMI/S3eRndRyBgw/s1600/patient_bear1.jpg (http://1.bp.blogspot.com/_N8rQRcs-DzM/S_ghc2GLVKI/AAAAAAAAAMI/S3eRndRyBgw/s1600/patient_bear1.jpg)

The artwork relates to the rise of Soakglazes, the patient grizzly bear as an enemy of the Ageless Matched Lashes in 161.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 29, 2010, 11:42:56 am**

While carving out the adventure tunnels and traps, a little diddy popped into my head. This is dedicated to all the adventurers who have crossed the wilderness in their pursuit of glory. Though mysterious their origins, their deaths are always so awesome.

The Life of an Adventurer

Theres a lever up there!
You should beware!
Theres a lever up there
if you dare to dare!
Where will it pour out
all the pain?
Will it pour out
Stone-blood or rain?

If you live, if you survive
Know that Death wins everytime!

Theres a fork in the road!
Who put it there?
Theres a fork in the road
You must choose with care!
One path holds a life
of gold and 'tang
While the other is filled
With blood and pain

If you live, if you survive
Know that Death wins everytime!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 29, 2010, 09:33:37 pm**

Late in 264, the dwarven and human mercenary companies arrived at the capital of Behal Ladgi, where Prince Byakugan held his court. Much had happened politically in the last several decades. Behal Ladgi had been pinched between two goblin empires and mountains full of kobold raiders to its north. As the power of the Ageless Matched Lashes had declined (culminating in Queen Cog's death so long ago), the Humans' only allies had been the dwarven civilization of the Ignited Wall. This 'nation' was simply one dwarven mountain hall. But now the Ignited Wall was part of Urist's empire, as were all dwarven nations except that of the Jade Irons. Prince Byakugan was eager to cement his alliance with this new rising power any way he could. Humans and dwarves had always been good friends. They never competed for the same lands, and were natural trading partners and allies against elf and goblin alike.

So when the dwarven and human mercenary captains approached the Prince with a proposition to invade the northern lands, he jumped at the chance. By helping the Ageless Matched Lashes, he would secure his own borders against these powerful goblin hordes, who only a few decades ago were threatening to overrun all the dwarven mountain halls in the area and march on Behal Ladgi itself.

Byakugan ordered several detachments of his own troops to follow the united dwarven and human mercenary companies. He also outfitted many of the poorer mercenaries who could not afford good equipment with high quality arms and armor from his own private stores.

When the army left the city walls the next spring, it was a sight to behold. A force of this size had not been gathered since the days of the demon wars, nearly three centuries ago. The northerners would soon learn how foolish they had been.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **BadSyntax** on **August 29, 2010, 10:11:27 pm**

Just finished reading this. WOW. Best Fort thread EVAR. Can I have a dorf named Chuckles in the military, preferably a a guard or a hammerdwarf. :P

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 29, 2010, 10:37:06 pm**

Quote from: BadSyntax on August 29, 2010, 10:11:27 pm
Just finished reading this. WOW. Best Fort thread EVAR. Can I have a dorf named Chuckles in the military, preferably a a guard or a hammerdwarf. :P

Sure Ill put you in. Im ahead of the story. So youll show up in 269. :)






Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 29, 2010, 11:02:20 pm**

Spring 265

Dwarf Fortress

FPS: 126olis Rifotkûbuk. "Blockedlance"2nd Granite. 265. Early Spring

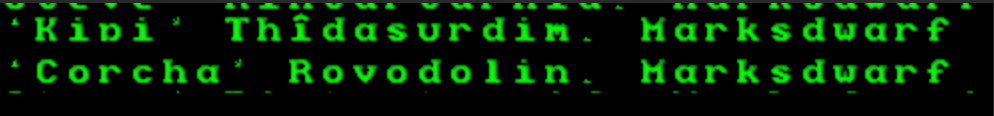
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
---------	---------	-------	--------	--------	----------	---------

Created Wealth:	16007666*	Population:	70				
Weapons:	710956*	Miners		2	Champions		4
Armor and Garb:	667818*	Woodworkers		None	Axedwarves		None
Furniture:	3477044*	Stoneworkers		2	Swordsdwarves		None
Other Objects:	2924744*	Rangers		None	Swordmasters		None
Architecture:	4402105*	Metalsmiths		None	Macedwarves		None
Displayed:	3661520*	Jewelers		None	Mace Lords		None
Held/Worn:	163479*	Craftsdwarves		3	Hammerdwarves		None
Imported Wealth:	2127889*	Nobles/Admins		15	Hammer Lords		None
Exported Wealth:	522333*	Peasants		5	Speardwarves		None
Food Stores:	11498	Children		25	Spearmasters		None
Meat	None	Fishery Workers		None	Marksdwarves		8
Fish	None	Farmers		5	Elite Mrksdurvs		None
Plant	201	Engineers		1	Wrestlers		None
		Trained Animals	A	None	Elite Wrestlers		None
		Other Animals	A	29	Recruits		None

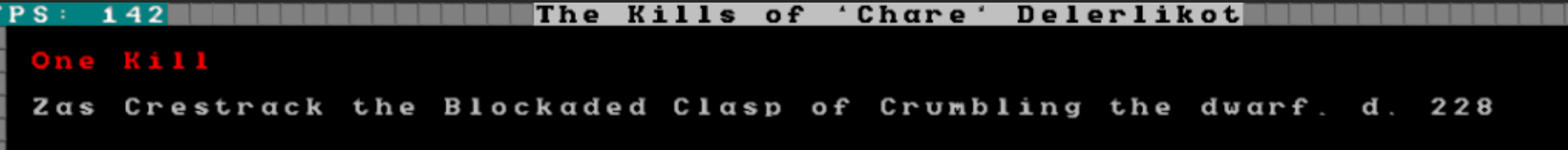
These goblins had grown smart over the years. They could not win with a direct assault, but now they would try to starve the dwarves out.

(NOTE - The fortress has been considered under siege by DF for a while now. Theres no one attacking me. I sent Jazz around the fortress several times on patrol. He found nothing. The drawbridges have been left down. No one has attempted to enter, neither goblin nor elf. I am terribly vexed. This prevents further sieges and traders from coming.)

In an effort to invigorate her armed forces, should the goblins grow some balls and assault, the Empress has rewarded two of the marksdwarves for their hard training. She granted them the ancient dwarvish names of Kipi and Corcha.

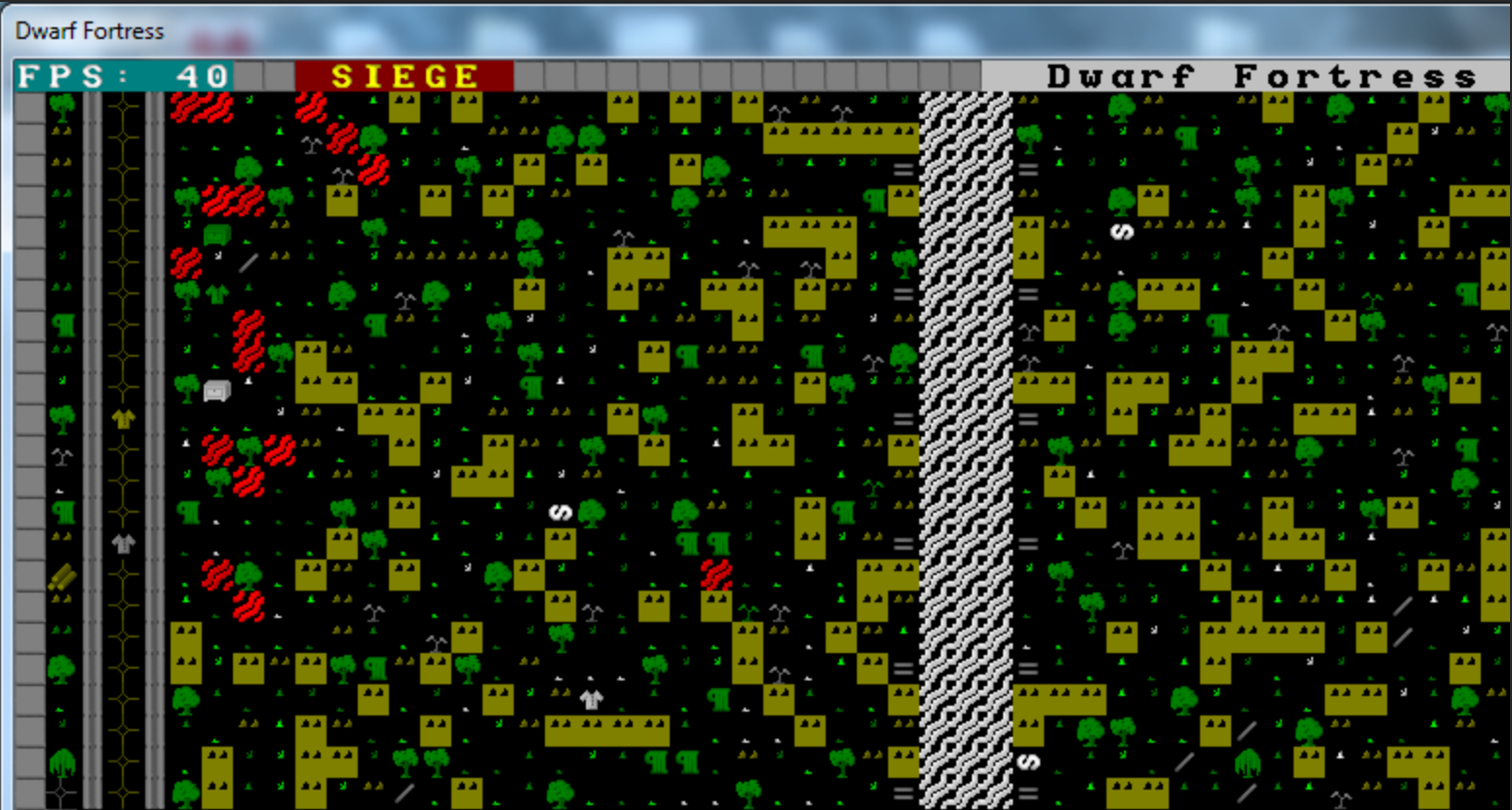


One of the Grand Duchess' daughters had not been given an old dwarvish name in all these decades, and Urist sought to rectify that as well this year. All hail Chare! And look....I had not noticed this before, but Chare has a kill. A dwarven kill no less!



Must have been some dwarf that went insane because they couldnt find shell or silk or something. The Blockaded Clasp of Crumbling's mind crumbled from the horror of not having turtle shell to make crafts with. Chare was there to put him down.

Also this year, we weeded the courtyard...



I dont like all this plant life in Armok's inner sanctum. I keep ripping these plants up and cutting these trees down....and look at this place! It looks like an elven forest retreat!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **BadSyntax** on **August 29, 2010, 11:05:01 pm**

I will watch this thread closely...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Cheddarius** on **August 29, 2010, 11:22:48 pm**

Chop down all the trees, line the halls with ballistas, and have dwarves skewer unlucky civilians every once in a while.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **BadSyntax** on **August 29, 2010, 11:27:54 pm**

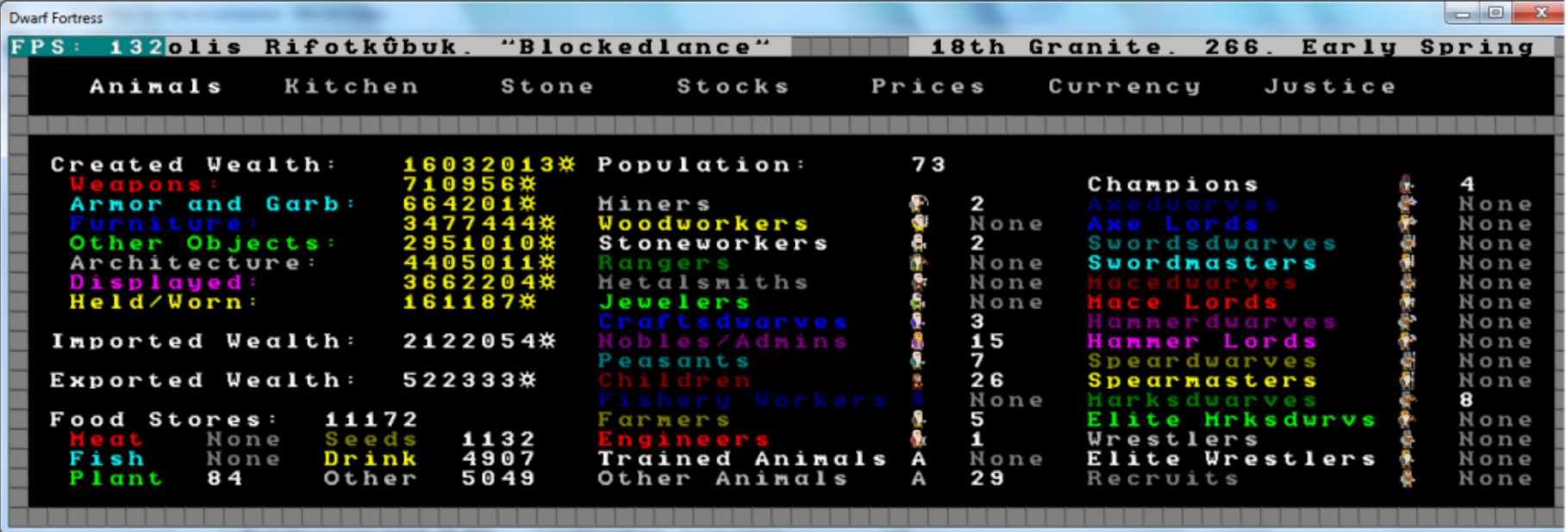
Quote from: Cheddarius on August 29, 2010, 11:22:48 pm

Chop down all the trees, line the halls with ballistas, and have dwarves skewer unlucky civilians every once in a while.

With training spears made from those very trees dotting the floor in a checkerboard pattern. (A slow painful ironic death). One switch to rule them all!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 30, 2010, 03:37:28 pm**

Spring 266.



Urist received word from her mercenaries this year when a messenger ran the blockade around Blockedlance. Urist had hoped the army she had sent northwards would have arrived at the capital of the Jade Irons by now and laid siege. Unfortunately, when she read the letter, she was informed by the dwarven mercenary captain that damned dirt elves had ambushed them repeatedly on their march towards the north. The forests in that area were crawling with these blue blooded fire breathing immortals. The mercenaries had done well, and had fought back the pointy-eared hordes. They had set large sections of the northern forests ablaze. This news warmed Urist's black heart, and helped tide her over until the army could get to the land of the Jade Irons.

In other news...

Will there wasnt much other news this year. The 'siege' continues. No one attacks us, and no one can trade. I am flexible. I have contingency plans. Ragnarok can happen whether the game is bugged or not. But I still wish I could get this siege bug fixed.

Oh and yeah....more babies this year.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 30, 2010, 04:13:21 pm**

Spring 267.



More babies! Ack!

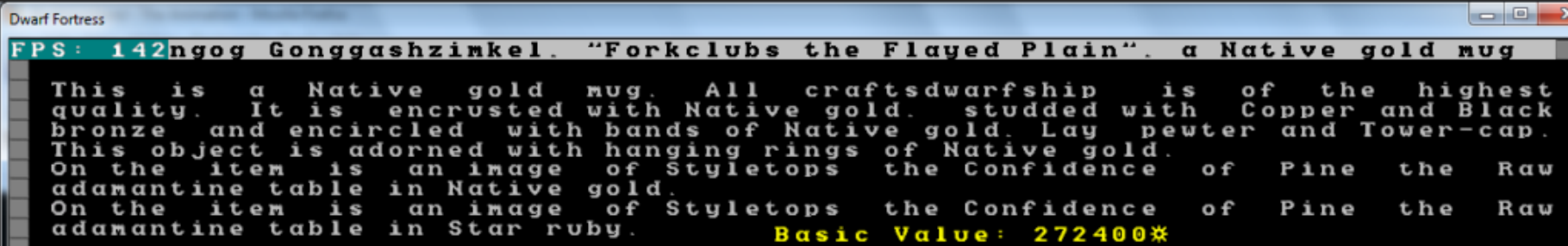
I mean....uhhhh.....joyous news! More bouncing bundles of joy!!!

Hey at least they worship Armok (despite their young age). That is the sole reason they have been allowed to live. Hell....that was the sole reason they were bred in the first place!

The Empress received news this spring that her army of mercenaries had FINALLY reached the land of the Jade Irons. They had burned several of the outlying villages, raided a few towns, and were now setting up a siege around the capital of the Jade Irons. This mighty rabble of humans and dwarves had done it! They had trekked across Sil Gomath and had brought the fight to the northerners! Not only that, but all the other dwarven nations of Sil Gomath were undoubtedly receiving news of the army from their spies and scouts. They would learn well what happens to those who oppose the Empress!

Rimtar Ngotûndodk. Noble withdraws from society...

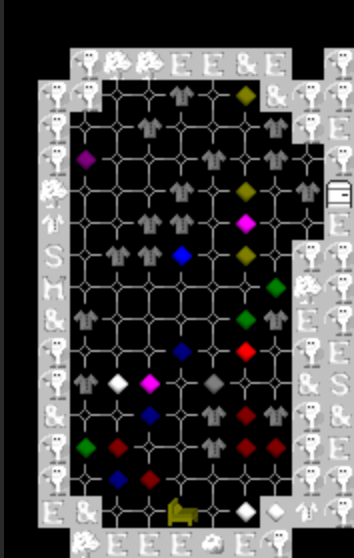
In celebration of this momentous event, a noble saw a chance to make something pompous and self-congratulatory....



Forkclubs the Flayed Plain huh? Its got a picture of the legendary table on it....TWICE!! Thats just outstanding creativity on the part of the artist! I am amazed at the quality. Im also amazed that someone would pay 272400 copper coins for a mug.

Ah who am I kidding? No ones going to get a chance to buy that thing. Its going to go straight into the Empress' treasure chest for her use only.

These dwarves are getting pretty gaudy themselves though. Look at Chare's room...



Its overflowing with jewels. Who said she could have these jewels? This is fortress property!!! I just dont get these bipolar dwarves. One minute their anarcho-socialist, and the property of the fortress is free to grab. Then the next minute their aristo-capitalists, hawking these SAME WARES that they just got for FREE, and charging dozens, even hundreds of copper coins for the privilege!



Thats a nice little racket the Grand Duchess' family has going huh? They take all the stuff out of the fortress stockpiles, then Imhotep sells it back to the peasantry. It's quite a scam....no wonder Imhotep is known as the wisest of Khamero's children. He has learned the secret of great wealth...and that is that no one ever accumulated great wealth without shafting someone royally.

But shafting someone Imperially was where the money was REALLY at....and Urist was always several steps ahead on that score...



Yes thats right...due to the over zealousness of our crafts dwarf....we now have several raw adamantine crafts lying about.

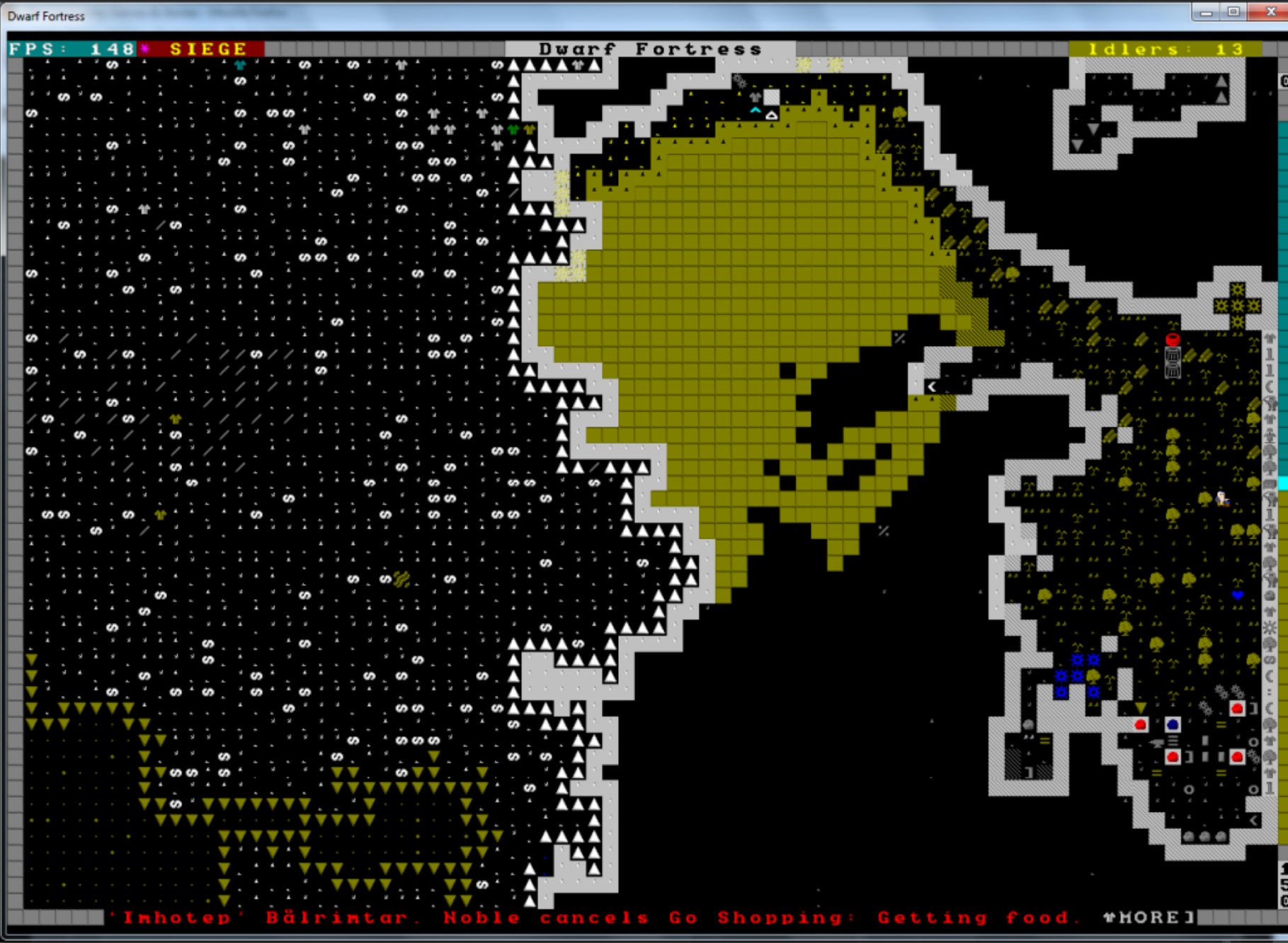
I caught it pretty quickly. We didnt lose too much blue metal....but it still pisses me off. Oh well. At least the Empress has a real adamantine crown now. Not just a pretend one. And the fortress wealth increased by a million copper coins in less than a year!

Created Wealth: 17081539*

w00t!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **August 30, 2010, 04:24:51 pm**

And because I know he is a fan favorite, here is an update on Eagle...



(ALSO NOTE - As you can see at the bottom....Imhotep is spending his ill-gotten gains on a life of shopping and gluttony. Shame on him.)

Eagle is scratching out a meager living off of muddy plants and well water. He makes some booze every now and again, when I remember to task it for him. I am expanding his cave so that he has more plants and tower caps to use. Honestly...I realize now that all it takes to make sure a hermit can live forever is a pool of water and some mud. If the patch of mud is big enough, he can live off the plants grown there forever. In fact....I dont know if Ill ever farm again. One big underground mud room could feed the entire fortress. You just have to cut the tower caps back every now and again to keep your fields productive. And you dont really need a well to get at water...thats just a more fancy way of drinking.

Dwarves truly are amazingly sturdy arent they? Mud and a puddle. That's all they need.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **August 30, 2010, 04:58:07 pm**

Ahh, my great plan comes together. Be patient, I told my siblings. Patient. Why? Because the most powerful are the wealthiest! And we *will* be the wealthiest.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Huesoo** on **August 30, 2010, 05:07:44 pm**

Something Von Freedom, im Jewelallerates baby.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **BadSyntax** on **August 31, 2010, 12:07:47 am**

Quote from: The Architect on August 30, 2010, 04:58:07 pm
Ahh, my great plan comes together. Be patient, I told my siblings. Patient. Why? Because the most powerful are the wealthiest! And we *will* be the wealthiest.

that doesn't apply in BlockedLance. remember this. Give a dorf a shell, he will make a crappy trinket. Give him anything better and urist willvaporize thier ass and take it.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Innominate** on **August 31, 2010, 05:46:23 am**

Quote from: MrGimp on August 30, 2010, 03:37:28 pm
Will there wasnt much other news this year. The 'siege' continues. No one attacks us, and no one can trade. I am flexible. I have contingency plans. Ragnarok can happen whether the game is bugged or not. But I still wish I could get this siege bug fixed.

Is it possible that there is a goblin out there who just isn't attacking? I seem to remember there being a bug where mounts would flee combat. But they probably wouldn't be ambushing if it is a siege. Is there a tool you can use to reveal hidden enemies (e.g. a visualiser)?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Eagle** on **August 31, 2010, 04:33:47 pm**

Bwahahaha I will survive. I should make a coffin for myself, or an elaborate trapped tomb.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **Urist McKing** on **August 31, 2010, 07:03:44 pm**

Quote from: Eagle on August 31, 2010, 04:33:47 pm

Bwahahaha I will survive. I should make a coffin for myself, or an elaborate trapped tomb.

How would you get your body in the coffin?

Cant wait till Cain shows up.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **BadSyntax** on **August 31, 2010, 10:10:30 pm**

BadSyntax; Miner Cancels mine: Being mashed to a pulp by goblin HammerMan.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **Eagle** on **September 01, 2010, 11:14:15 am**

Quote from: Urist McKing on August 31, 2010, 07:03:44 pm

Quote from: Eagle on August 31, 2010, 04:33:47 pm

Bwahahaha I will survive. I should make a coffin for myself, or an elaborate trapped tomb.

How would you get your body in the coffin?

Science.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **Urist McKing** on **September 01, 2010, 04:00:24 pm**

Quote from: Eagle on September 01, 2010, 11:14:15 am

Quote from: Urist McKing on August 31, 2010, 07:03:44 pm

Quote from: Eagle on August 31, 2010, 04:33:47 pm

Bwahahaha I will survive. I should make a coffin for myself, or an elaborate trapped tomb.

How would you get your body in the coffin?

Science.

Magma

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **nil** on **September 01, 2010, 10:21:56 pm**

A floor paved entirely with coffins

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **Tradanbattlan** on **September 01, 2010, 11:40:00 pm**

Nonono, You guys are thinking all wrong.

A suit of armour made entirely from coffins.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **Innominate** on **September 02, 2010, 12:07:58 am**

Quote from: Eagle on September 01, 2010, 11:14:15 am

Quote from: Urist McKing on August 31, 2010, 07:03:44 pm

Quote from: Eagle on August 31, 2010, 04:33:47 pm

Bwahahaha I will survive. I should make a coffin for myself, or an elaborate trapped tomb.

How would you get your body in the coffin?

Science.

If you sit there for long enough, eventually all the particles in your body will spontaneously move inside your coffin.

Of course, if you sat there for the next several billion years the odds of it happening would still be so close to 0 as to be practically impossible. But, theoretically, it could happen.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **PeterMcBeater** on **September 02, 2010, 09:19:15 pm**

I don't like the idea of Urist dieing without an heir. Screw adoption, he/she must be of the Chosen One's blood. I propose that all non-married males that are of age be rounded up and put in a room with Urist for as long as it takes dammit. Armok himself will take possession of the dwarf in question at the moment of glory or if that doesn't sooth the "only suitable mate problem" , Urist's superior blood can't be watered down by mere peasant blood.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **Ninja Pichu** on **September 03, 2010, 02:24:01 pm**

It appears that because I've tasted dwarven blood I'm now a greedy mongrel.

Such is life in Dwarf Fortress.

Edit: What's with those ampersands on the side of my room?

On second thought I might not want to know. :-\

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **BadSyntax** on **September 07, 2010, 10:35:34 pm**

BadSyntax cancels pay rent; waiting for update

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **Svarte Troner** on **September 10, 2010, 03:35:06 pm**

Ha, In my fortress, one of my masons made an artifact gold statue of the god Urist (Female Dwarf goddess of Chaos)and a dwarf. Urist is striking a triumphant pose and the dwarf is suffering.

edit: There's also another statue of Urist laughing at a dwarf suffering in my dining hall.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **September 10, 2010, 11:14:39 pm**

Ninja Pichu cancels go about day normally: Praying to Armok for update.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Arbitrax** on **September 11, 2010, 07:55:50 pm**

Wow, just read this whole thing, this is simply incredible, thanks so much for writing it MrGimp.

If there are any unclaimed dwaves I'd love one, profession is irrelevant, just being a small part of the history of this foul cesspit of dwarven awesomeness would be cool!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Svarte Troner** on **September 11, 2010, 08:28:06 pm**

I suppose I'll take one too, to be part of Ragnarok!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **bayar** on **September 13, 2010, 07:09:44 am**

At first, when I started reading this thread, I was like: oh, this seems like a nice DF community fortress. It has dwarves and adamantine and demons and death and stuff. I should read it further.

After 30 some pages, I reached the baby sacrifices and I was like:
[Spoiler](#) (click to show/hide)

Now I have finished the thread and I'm like:
[Spoiler](#) (click to show/hide)



Nice work on the fortress, awaiting more epicness. And death.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Urist McKing** on **September 25, 2010, 11:41:08 am**

I think the dude died...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **September 25, 2010, 11:37:38 pm**

What, you mean he got "gimped"?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Urist McKing** on **September 26, 2010, 10:57:55 am**

Lol. Gimped.
His last activity was on the second of september. It's the 26th. I don't think he would abandon us like this without saying anything...
MAybe he is in the hospital? Or his connection could be out. Either way, we're boned.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Innominate** on **September 27, 2010, 12:08:42 am**

I think he's just doing a lot of intense work getting some software ready to release. Hopefully this means he gets paid, which means he can continue the delicious cycle in which food is converted into schadenfreude.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Urist McKing** on **September 27, 2010, 07:07:34 pm**

Well, if you want some *boring* explanation...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **BadSyntax** on **September 27, 2010, 08:32:10 pm**

9 trillion bottles of beer on the wall anyone? :P

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Svarte Troner** on **September 28, 2010, 01:46:40 pm**

8999999999999 bottles of dwarven ale on the wall...

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **September 29, 2010, 01:02:23 am**

September 2nd??? Ack! So much time passes and all I do is work. I havent done anything fun or memorable in the past month. Oy.

I was trying to do an ascii draw scene for the siege. But it takes forever and I havent had time to finish it. I think maybe Ill just use screenshots from Lord of the Rings or something. lol.....I dont know. You are the fans. What do you guys think? ASCII Draw siege? Or Lord of the Rings Helms Deep siege? lol =]

Spoiler (click to show/hide)

Fuck work. I hate being a wage slave for people like Urist. How did this happen? Anyways....I dont trust my boss to pay me what he is promising, so I have started my own side project (so now I have two jobs). I had a web site company a year or so ago, and the business license is still good. So I am marketing for that using some of the tricks Ive learned at my job, and I am using some of the money from my job to hire some guys in India to build websites for me. So I market websites, send the work to them, they build it, I send it out to the customer badda bing badda boom. At least thats what Im setting up. I got a guy running a team for me building two small webpages right now. We'll see how it goes.

Its kind of like an Imperialist venture. I mean....its my own personal East India Company. If you dont know what Im talking about you need to study history dammit. Ive based a lot of this story off of my impression of what Ive read in history books. So read about the european east india companies. There were several...even Denmark had one. The biggest and best of course was Britain's.

http://en.wikipedia.org/wiki/British_East_India_Company (http://en.wikipedia.org/wiki/British_East_India_Company)

Does the flag look familiar? lol Its kinda shocking to think that America stole its flag from what basically amounts to the corporate logo of the largest corporation around in 1776. It would be like California rebelling against America and then putting the Nike swoosh on the flag. Fact is stranger than fiction I guess.

Sorry.....I ramble when Im baked off my ass.

Anyways....so now I follow in the footsteps of my evil bastard imperialist ancestors in the exploitation of global wage differentials. I will make my fortune in the East Indies. I slave all day to make my boss rich, but while I work, on the other side of the planet, a team of people are now working to make me rich. How did these programmers, the lower-upper class of India, come to be employed by some slacker stoner 26 year old dude in America? When you understand how that happened, you will understand how lucky all of us westerners are with our internet access and leisure time to play video games while 4 billion people starve. We sit on a golden throne atop a mountain of skulls.

We are the Urists of the world.

🙄 🙄 🙄 🙄 🙄

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **September 29, 2010, 01:05:58 am**

Looks Like you Got a Company up

You Earned my Congratuation , Good Luck out there

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **September 29, 2010, 01:17:49 am**

Quote from: Ze Spy on September 29, 2010, 01:05:58 am

Looks Like you Got a Company up

You Earned my Congratuation , Good Luck out there

"Feh. How hard could it be?"

-MrGimps last words before being mercilessly crushed by reality.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Argonnek** on **September 29, 2010, 06:39:12 pm**

Such is life and enterprise.

I vote for the helms deep siege photos.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **BadSyntax** on **September 29, 2010, 09:27:09 pm**

I feel your pain man. I got involved with a company called crescent sun studios or whatever (shows how much i gave a damn about it) after 2 weeks
I quit
not long after...
started making my own company
(currently hating that too. but not as much)

greeting o great mister gimp . having finally finished reading this epic tale of scrifices and destruction i ask of you to give me a dwarf who prefferably be a miner . here is some background information . the young miner denisol arrived in blockedlance after hearing of its vast stores of addamantium . as time goes by he grows more and more greedy of it and suddenly (now?) he snaps and starts mining deep and far , when he atlast reaches a new store of adamantium he blocks of the entrance so that noone execept him may see it and you know what. how does that sound? :D name him denisol

In one of the many horrid and unfathomable Hells in Armok's infinite domain, a tortured human sat hunched over a computer, going blind in his one good eye from the eternal pulsing light of his computer screen. He had been staring for so long into the light, he had almost become one with it. He no longer saw the world around him. His entire universe was the screen.

His vision blurred and his eyes began playing tricks on him. He began seeing things that were not there.....or were they?

Twisting images....flashes of colors....and then the horrible visage of his master appeared....

Spoiler (click to show/hide)



"GIMP!!!!!!!" shouted the Dark Lord Armok with his beastly roar.

"My lord!" shouted the Gimp as he fell to his knees and put his head to the floor in hopes that he would not be destroyed utterly.

"You dare defy me???!!!!!" Armok was angry. Very angry. "THE INSOLENCES!!!!!" Flames shot up all around the Gimp. He was no longer in his room staring at his computer. Fire and brimstone surrounded him, and in the distance bubbled pools of blood. He could hear the wails of countless billions. "WHY HAVENT YOU TOLD MY STORY?!?!?!"

"Forgive me master! I was busy with - "

"SILENCES!!!!!" shouted Armok. The Gimp cringed in fear. "YOU WILL TELL MY STORY **NOW**!!!!!"

"Yes master!!! Of course master!!!" Gimp agreed hastily. The smoke and flames quickly cleared. The Gimp was back in his room, staring at his computer. The taste of hot ash clung to his mouth.

He began to type...

Quote from: MrGimp on October 16, 2010, 11:21:41 am

In one of the many horrid and unfathomable Hells in Armok's infinite domain, a tortured human sat hunched over a computer, going blind in his one good eye from the eternal pulsing light of his computer screen. He had been staring for so long into the light, he had almost become one with it. He no longer saw the world around him. His entire universe was the screen.

His vision blurred and his eyes began playing tricks on him. He began seeing things that were not there.....or were they?

Twisting images....flashes of colors....and then the horrible visage of his master appeared....

Spoiler (click to show/hide)



"GIMP!!!!!!!" shouted the Dark Lord Armok with his beastly roar.

"My lord!" shouted the Gimp as he fell to his knees and put his head to the floor in hopes that he would not be destroyed utterly.

"You dare defy me???!!!!!" Armok was angry. Very angry. "THE INSOLENCES!!!!!" Flames shot up all around the Gimp. He was no longer in his room staring at his computer. Fire and brimstone surrounded him, and in the distance bubbled pools of blood. He could hear the wails of countless billions. "WHY HAVENT YOU TOLD MY STORY?!?!?!"

"Forgive me master! I was busy with - "

"SILENCE!!!!" shouted Armok. The Gimp cringed in fear. "YOU WILL TELL MY STORY **NOW!!!!**"

"Yes master!!! Of course master!!!" Gimp agreed hastily. The smoke and flames quickly cleared. The Gimp was back in his room, staring at his computer. The taste of hot ash clung to his mouth.

He began to type...

you have no idea how hard I just laughed.

Title: Re: Blockedlance - An Empire to Last 1,000 Years

Post by: **MrGimp** on **October 16, 2010, 12:21:33 pm**

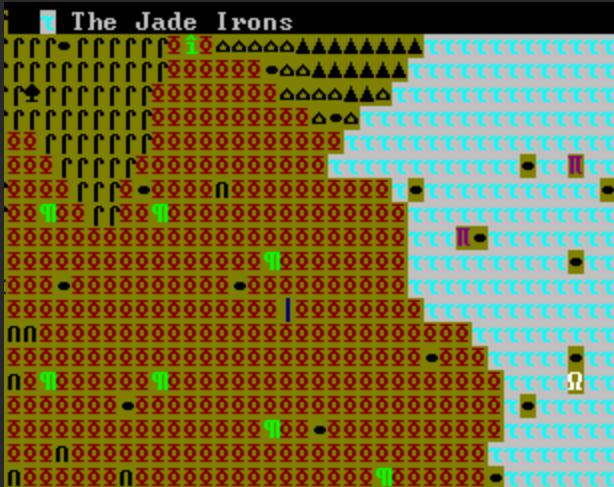
Chapter #16 - The Siege of Godlymirror

And so it was that the united dwarven and human army arrived at the capital of the Jade Irons, Nomonul....Godlymirror.



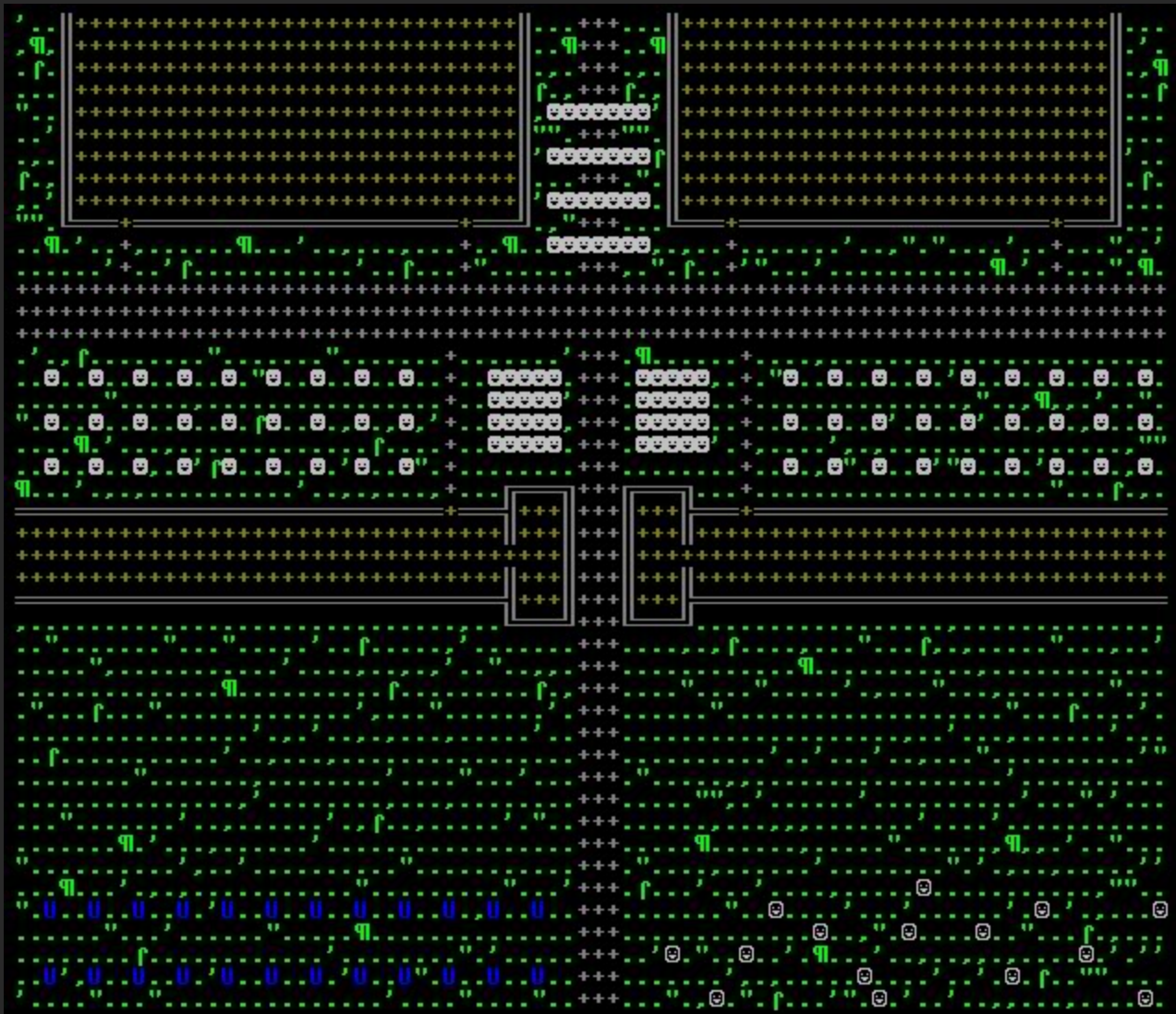
The human swordsmen and horsemen stood tall along the hilltops surrounding the mountain hall. The mob of allied dwarves and humans completely blocked any chance of escape. The attackers immediately set up position and began assembling their siege engines. The defenders likewise manned the walls with great haste.

The nation of the Jade Irons was quite a formidable foe...



They had conquered two goblin dark fortress to the northwest of Godlymirror, and had cemented their rule over the highlands of the north. Although these mountains overlooked the elven homelands, they were still of great value and the Jade Irons was truly the only dwarven land that could rival the majesty of Urist's Empire of the Ageless Matched Lashes.

They would have to be crushed mercilessly.



Their defense was formidable. The Jade Irons fielded several battalions of dwarven champions. They were defended by walls that were thicker than those around Blockedlance. From atop these walls stood several detachments of marksdwarves.

The attackers began their march to glory under a hail of bolts.



The allied human and dwarf attackers took casualties immediately. Some were pierced straight through the brain or heart, and fell immediately. Others carried on mightily with bolts sticking from limbs and torso. As these heroes marched, they left a trail of blood behind them.

But the defender's missile fire did not go without a response. The attackers rained crossbow and ballista fire down upon the tops of the walls and the undefended courtyard. Marksdwarves fell from the top of the battlements into piles of gore. The dwarves in the courtyard rushed forward, toward the safety of the high walls. The walls however, would not offer protection for long, as the dwarves had brought several steam cannons. These rare wonders had not been seen since the days of the demon wars.

The battle was joined. Two mighty empires collided this day, and only one would remain. Luckily...someone videotaped the whole thing....

<http://www.youtube.com/watch?v=Ou2jW7Trtxc> (<http://www.youtube.com/watch?v=Ou2jW7Trtxc>)

The body pile grew higher and higher as the battle raged. Blood flowed like rivers, and Armok was pleased....

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **magmaholic** on **October 16, 2010, 12:24:59 pm**

rawr>:3
i really tought that we get yearly updates from this time on>:D
seems that i was wrong.
oh,and a war?
AWSUM!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 16, 2010, 07:27:52 pm**

As the fortified mountain hall of Godlymirror was assaulted mercilessly and repeatedly, back down south life went on at Blockedlance.



The fortress wealth, booze and population continued to grow. Life was prosperous and secure under the fierce leadership of the great Empress of Dwarves.

The fields and groves (both above ground and below ground) were bountiful and lush, and all were now protected by the great outer walls. (The outer walls are almost totally done, when theyre finally complete Ill show an up close shot of the gates and battlements.)



Unfortunately, there was a little trouble, however.

Eagle had grown addicted to exercising on his steel screw pump, and in his pursuit of getting pumped up, he flooded his cave.



Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 16, 2010, 07:49:11 pm**

Back in the north, the allied forces had launched many assaults over the many months. Further and further they marched through the fortifications. The outer walls had crumbled, the town had been burned, nearly all the buildings had been leveled. The tide of the battle swung in favor of the Imperial forces, and eventually, the remaining forces of the Jade Irons had fallen back to the king's keep, set deep against a mountainside.

The final assault began...



As the Imperial forces swept in, the 227 year old dwarven King (*explained later) Fikod Claspbrushes wept as his white bearded adviser explained to him the hopelessness of the situation.



The carnage of the last assault was the greatest by far, and most of the casualties lay on the side of the Jade Irons. In the end it was only a handful of axelord champions who held off the oncoming Imperial Horde. Among them, a few remaining ranged troops fired the last of their ammunition in desperation.





"By the Gods! Who let this damnable elf up here?!" cried Gimli.

In the end, the valiant efforts of the Jade Irons' fighting men was all for naught. Their fortified keep fell, their strength broken, their women weeping.

The victorious dwarves and humans stood atop the walls and looked out over the glorious carnage.



The great Empress of Dwarves would be pleased....

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ninja Pichu** on **October 17, 2010, 12:28:05 am**

More blood! MORE BLOOD! WUAHAHAHAHAHAAAAAA!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **nbonaparte** on **October 18, 2010, 07:34:04 am**

Ahahahaha, Gimli's reaction to Legolas, I love it.

CONTINUE.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **denisol** on **October 18, 2010, 11:38:32 am**

BLOOD FOR THE BLOOD GOD! ARRRRR , also poor eagle , well now he will at least get his swimming abit up .

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Ze Spy** on **October 19, 2010, 09:59:55 pm**

i See that the Jade Irons Got what they Pissed Urist off For

Quote from: MrGimp on October 16, 2010, 11:21:41 am

In one of the many horrid and unfathomable Hells in Armok's infinite domain, a tortured human sat hunched over a computer, going blind in his one good eye from the eternal pulsing light of his computer screen. He had been staring for so long into the light, he had almost become one with it. He no longer saw the world around him. His entire universe was the screen.

His vision blurred and his eyes began playing tricks on him. He began seeing things that were not there.....or were they?

Twisting images....flashes of colors....and then the horrible visage of his master appeared....

Spoiler (click to show/hide)



"GIMP!!!!!!!" shouted the Dark Lord Armok with his beastly roar.

"My lord!" shouted the Gimp as he fell to his knees and put his head to the floor in hopes that he would not be destroyed utterly.

"You dare defy me???!!!!!" Armok was angry. Very angry. "THE INSOLENTCE!!!!!" Flames shot up all around the Gimp. He was no longer in his room staring at his computer. Fire and brimstone surrounded him, and in the distance bubbled pools of blood. He could hear the wails of countless billions. "WHY HAVENT YOU TOLD MY STORY?!?!?!"

"Forgive me master! I was busy with - "

"SILENCE!!!!" shouted Armok. The Gimp cringed in fear. "YOU WILL TELL MY STORY **NOW**!!!!!"

"Yes master!!! Of course master!!!" Gimp agreed hastily. The smoke and flames quickly cleared. The Gimp was back in his room, staring at his computer. The taste of hot ash clung to his mouth.

He began to type...

Can't , Stop , Laughing

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**

Post by: **MrGimp** on **October 25, 2010, 12:20:10 pm**

The Tale of King Fikod

After the battle, King Fikod Claspbrushes of the Jade Irons was led all the way down south in chains. They did not reach the distant mountain hall of Blockedlance until the year 269. It is was in this great 69th year of the second century after the demon wars that news of the allied victory was brought to Urist, with the broken and defeated King Fikod brought as a juicy reward.

Fikod could not help but wonder what tortures awaited him. Empress Urist seemed more interested in gloating and bragging to King Fikod. She pointed out her wonderful temple and pyramid, and asked Fikod if there was anything like them in his lands. Of course there were not.

After massaging her ego and catering to her superiority complex, Urist demanded Fikod tell his tale. How did his reign begin? Did he have any heirs? She wanted to know if anyone else needed to be killed in order to cement her rule over the new lands. So Fikod began his tale at the beginning...

In 109, The Jade Irons attacked The West Cruelty at Burnflies. Unib led the attack, and the defenders were led by Ber Fondleblack the Glowing Clash of Stretching.

In 109, Unib confronted Ber Fondleblack the Glowing Clash of Stretching.

In 109, Unib was shot and killed by Ber Fondleblack the Glowing Clash of Stretching in Burnflies.

Fikod had become king when the old King Unib had died in battle against the goblins. Oddly enough, these goblins had been led by a dwarf themselves...a corrupt demon worshipping fellow. Urist was sad to know that she would never meet him.

Anyways, Unib had died in 109. Fikod became King the following year, and immediately began crusading against the goblins.

In 107, The Jade Irons attacked The West Cruelty at Burnflies. the dwarf Unib Singedbridge led the attack, and the defenders were led by the dwarf Ber Fondleblack the Glowing Clash of Stretching.

In 109, The Jade Irons attacked The West Cruelty at Burnflies. the dwarf Unib Singedbridge led the attack, and the defenders were led by the dwarf Ber Fondleblack the Glowing Clash of Stretching.

In 110, the dwarf Fikod Claspbrushs became the leader of The Jade Irons.

In 111, The Jade Irons attacked The West Cruelty at Burnflies. the dwarf Fikod Claspbrushs led the attack.

In 111, The Jade Irons defeated The West Cruelty of The Wickedness of Mesh and placed the dwarf Minkot Fortressgraves in charge of Burnflies. The new government was called The Rag of Daubbing.

In 112, The Jade Irons attacked The Dread of Oak of The Wickedness of Mesh at Scorpionbent. the dwarf Fikod Claspbrushs led the attack, and the defenders were led by the goblin Dostngosp Polishedpoisons.

It was quite a bloody reign. And Fikod had even managed to kill an elf!

In 110, Fikod became the leader of The Jade Irons.

In 111, The Jade Irons attacked The West Cruelty at Burnflies. Fikod led the attack.

In 112, The Jade Irons attacked The Dread of Oak of The Wickedness of Mesh at Scorpionbent. Fikod led the attack, and the defenders were led by the goblin Dostngosp Polishedpoisons.

In 112, Fikod struck down the elf Stozu Primejackal in Scorpionbent.

In 112, Zefon Slingburials's left ear was torn off by Fikod.

In 112, Fikod shot and killed Zefon Slingburials in Scorpionbent.

These goblins of the north must be incredible slave drivers to have such a mixed stew of demon-worshipping goblin loyalists. Indeed, this was the source of Fikod's very hatred of the goblins. This was the reason he had crusaded against them for so many years. When Urist asked if Fikod had any heirs, he mentioned only one. One lone heir who had died 74 long years ago...

Related Historical Figures

Unib Singedbridge, mother, b. 7 d. 109
Feb Admiresyrups, father, b. 7 d. 163
Og the Champion of Defending, object of faithful worship
Minkot Syrupblockades, wife, b. 34 d. 87
Medtob Hermitpaddle, only son, b. 54 d. 195

King Fikod wept as he told the tale of his only son, Medtob Hermitpaddles. Fikod's wife had only given him one son before she died at the hands of the goblins during a siege. However, his lost love Minkot had lived long enough to see their son Medtob abducted by goblins! He lived imprisoned in the dark fortress of Tepidmangled for some time, before being accepted into the community and given a job at the Midnight Palace. His dwarven skills in mechanics aided the crude stupid goblins in their attempts at civilization, and Medtob even found love in the arms of an unknown creature! When he was 17, his rash impetuousness got him into a brawl with a cyclops that he only narrowly survived.

Late in life, Medtob got into a dispute that ended with him murdering some damn elf. It took several years, but eventually, a relative of that elf paid Medtob back for the favor.

Medtob Oshoshiden, "Medtob Hermitpaddle"

Medtob Hermitpaddle was a dwarf born in 54. He was the only son of Minkot Syrupblockades and Fikod Claspbrushs.

In 64, Medtob was abducted from Godlymirror by an unknown creature.

In 64, Medtob was imprisoned by The Midnight of Scales.

In 64, Medtob settled in Tepidmaligned.

In 65, Medtob became a member of The Midnight of Scales.

In 66, Medtob took up residence in The Malignant Palace in Tepidmaligned.

In 66, Medtob became a mechanic in Tepidmaligned.

In 67, Medtob married an unknown creature.

In 71, the cyclops Ucuco Gorgeheaven the Paint of Yor attacked Medtob.

In 71, the cyclops Ucuco Gorgeheaven the Paint of Yor fought with Medtob. While defeated, the latter escaped unscathed.

In 92, Medtob began scouting the area around Tepidmaligned.

In 187, Medtob murdered the elf Cacame Ivyblaze in Tepidmaligned.

In 195, Medtob was murdered by the elf Mifava Pristineriders in Tepidmaligned.

And with that, the sole heir of the Jade Irons had died. He had died before Urist had ever even set foot in Blockedlance. Now before the Empress sat a broken King, dressed in filthy torn rags, marched until he was skin and bones, and forced to tell the story of his failings to the one who was about to take his life.

Fikdo was crying at this point, and shouted out, "So this is how my 229 years end, huh?"

"229 years?" asked the Empress.

"Yeah.....I was born in 40. I know I should have died at least 59 years ago....but my hatred of goblins and elves has kept me going and going...."

Fikod Dodóknosing, "Fikod Claspbrushs"

Fikod Claspbrushs was a dwarf born in 40. He was the only son of Unib Singedbridge and Feb Admiresyrups.

It was then that Urist realized that this King was quite a dwarfy bastard.....other than the fact that he sat here broken and weeping of course.....but still....considering his life, how could she do him the dishonor of summary execution?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 25, 2010, 01:32:16 pm**

As I said, it was 269...

Dwarf Fortress

FPS: 133olis Rifotkûbuk. "Blockedlance"2nd Slate. 269. Mid-Spring

AnimalsKitchenStoneStocksPricesCurrencyJustice

Created Wealth:17148289*Population:80

Weapons:720556*Miners2Champions4

Armor and Garb:653545*WoodworkersNoneAxe LordNone

Furniture:3490564*Stoneworkers2SwordsdwarvesNone

Other Objects:4029424*RangersNoneSwordmastersNone

Architecture:4423346*Metalsmiths1MacedwarvesNone

Displayed:3672716*JewelersNoneMace LordsNone

Held/Worn:158138*Craftsdwarves4HammerdwarvesNone

Imported Wealth:2069488*Nobles/Admins15Hammer LordsNone

Exported Wealth:522333*Peasants9SpeardwarvesNone

Food Stores:11620Children28SpearmastersNone

MeatNoneSeeds905Fishery WorkersNoneMarksdwarves5

FishNoneDrink5904Farmers6Elite Mrksdurvs3

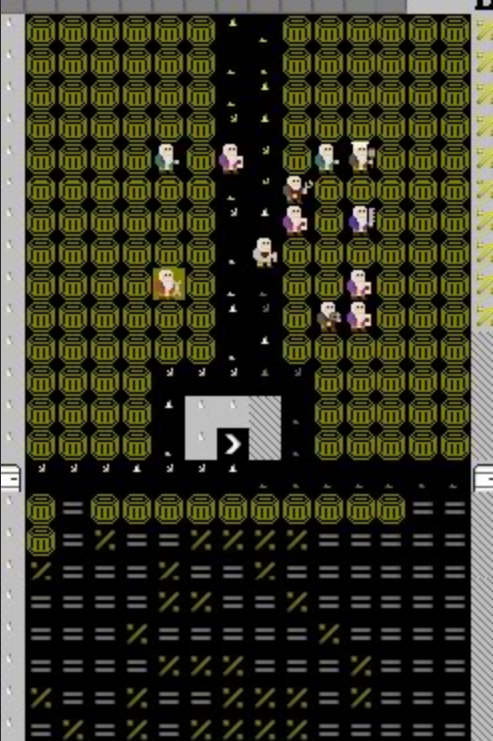
Plant34Other4777Engineers1WrestlersNone

Trained AnimalsANoneElite WrestlersNone

Other AnimalsA29RecruitsNone

In celebration of her great victory, and to celebrate this glorious year, Urist has locked herself away with every unmarried nobleman in the depths of her palace. She vows not to return full time to her duties until she has found love!

No one really knew what her duties were, besides barking orders and controlling people through fear and murder...but if she wanted to party then she would party.



Throughout the year, in bouts of exuberant drunkenness, she proclaimed dwarven names for random nobles who happened to walk by....

Svarte

S: 140

varte Troner' Monangerush. "'Svarte Troner' Drilledhandle". Noble

'Svarte Troner' Monangerush has been ecstatic lately. She talked with a sibling lately. She admired a completely sublime tastefully arranged Statue lately. She admired a fine Bridge lately. She was glad to have punishment delayed recently. She slept in a bedroom like a personal palace recently. She admired own fine Bed lately. She was nauseated by the sun lately. She is the daughter of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. She is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Svarte Troner' Monangerush likes Basalt. Trifle pewter. Onyx. turtle shell. war hammers. bucklers. backpacks. buckets and mules for their stubbornness. When possible, she prefers to consume Sewer brew. She regards intellectual exercises as a waste of energy. She admires tradition. She is slow to trust others. She is guarded in relationships with others. She lacks confidence. She is very disorganized. She takes time when making decisions. She needs alcohol to get through the working day. She does not mind being outdoors. at least for a time.

Denisol

S: 144

'Denisol' Rîtholgoden. "'Denisol' Noblerope". Noble

'Denisol' Rîtholgoden has been ecstatic lately. She gained a sibling recently. She talked with a sibling lately. She was glad to have punishment delayed recently. She admired a very fine Glass Window lately. She made a friend recently. She admired own fine Bed lately. She slept in a bedroom like a personal palace recently. She has complained of the lack of dining tables lately. She is the daughter of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazecraft. She is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Denisol' Rîtholgoden likes Cryolite. Silver. Chrysoprase. Mahogany. cat leather. horn. waves. short swords. crowns. horses for their strength and Akiagaks for their uber leetness. When possible, she prefers to consume cave lobster and Longland beer. She absolutely detests lizards. She is concerned about rejection and ridicule. She is very friendly. She is relaxed. She tends not to openly express emotions. She finds helping others rewarding. She needs alcohol to get through the working day.

Cain

S: 140

'Cain' Rovodoth. "'Cain' Archknots". Hammerer

'Cain' Rovodoth has been ecstatic lately. She dined in a fantastic dining room recently. She slept in a bedroom like a personal palace recently. She admired a wonderful Glass Window lately. She talked with a friend lately. She made a friend recently. She admired a completely sublime tastefully arranged Statue lately. She admired own fine Door lately. She was put off by a lesser's pretentious sleeping arrangements lately. She is a worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Cain' Rovodoth likes Periclase. Fine pewter. Gold opal. Birch. clear glass. amber. the color brass. goblets and bronze colossuses for their height. When possible, she prefers to consume Dwarven ale. She absolutely detests lizards. She is self-conscious. She occasionally overindulges. She can handle stress. She isn't given to flights of fancy. She appreciates art and natural beauty. She prefers familiar routines. She is very trusting. She is candid and sincere in dealings with others. She does not go out of her way to help others. She is not easily moved to pity. She is disorganized. She doesn't go out of her way to do more work than necessary. She is occasionally given to procrastination. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather. She doesn't really care about anything anymore.

Arbitrax

PS: 141 'Arbitrax' Dasëllitast. "'Arbitrax' Heaventorch". Noble

'Arbitrax' Dasëllitast has been ecstatic lately. She talked with a sibling lately. She admired a completely sublime Floor Grate lately. She was glad to have punishment delayed recently. She slept in a bedroom like a personal palace recently. She admired own fine Bed lately. She was nauseated by the sun lately. She is the daughter of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. She is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Hatched Lashes. She is a member of The Hammers of Smashing. 'Arbitrax' Dasëllitast likes Chalk. Rose gold. Moonstone. clear glass and one-humped camels for their hump. When possible. she prefers to consume Longland beer and Dwarven wheat flour. She absolutely detests bats. She is often nervous. She is often cheerful. She is guarded in relationships with others. She has a sense of duty. She needs alcohol to get through the working day.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **Innominate** on **October 25, 2010, 10:19:54 pm**

The only dwarfly execution for Fikod is death by gladiatorial combat. Preferably against he elf that murdered his son. Or the cyclops that almost did. Or a demonic agent of Armok.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **denisol** on **October 26, 2010, 04:08:46 pm**

* GASP * AN UPDATE?!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **The Architect** on **October 26, 2010, 10:06:47 pm**

MODIFIED DEMON FIGHT!!!!!!

Oh, hell yes.
Laughing as always in appreciation at the well-done little jokes. I like how you come up with new ways to handle the addition of more "characters" all the time!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 30, 2010, 08:32:10 pm**

270

S: 138olis Rifotkûbuk. "Blockedlance"										5th Granite. 270. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:		17143068*		Population:		83													
Weapons:		720556*		Miners		 2		Champions		 4									
Armor and Garb:		651941*		Woodworkers		 None		Axe Lords		 None									
Furniture:		3492814*		Stoneworkers		 1		Swordsdwarves		 None									
Other Objects:		4009035*		Rangers		 None		Swordmasters		 None									
Architecture:		4430195*		Metalsmiths		 None		Hacedwarves		 None									
Displayed:		3680706*		Jewelers		 None		Hace Lords		 None									
Held/Worn:		157821*		Craftsdwarves		 2		Hammerdwarves		 None									
Imported Wealth:		2055249*		Nobles/Admins		 9		Hammer Lords		 None									
Exported Wealth:		522333*		Peasants		 9		Spearwarves		 None									
Food Stores:		10149		Children		 28		Spearmasters		 None									
Heat		None		Fishery Workers		 None		Marksdwarves		 5									
Fish		None		Farmers		 5		Elite Mrksdwrvs		 3									
Plant		84		Engineers		None		Wrestlers		2									
		Seeds		Trained Animals		A		Elite Wrestlers		None									
		Drink		Other Animals		A		Recruits		13									
		Other																	
		4385																	

The population of loyal Armok worshipping sycophants continues to grow. It truly was a wonder.

The Empress continued to party all year, leaving Mogror Harbett to come up with a myriad of sick tortures for the defeated King Fikod. The shrieking and wailing filled the hallways of the fortress, and Urist and the other revellers danced to it. They danced and danced and danced.

The High Priest and High Priestess continued to bless everything the Empress did, and so in the eyes of the masses she was the holiest of holy dwarves: The Chosen One who had brought the dwarves to Armok. Even Khamero and Jewelettarette's brood was beginning to believe that maybe she wasnt such a bad Empress after all. After all, things seemed pretty stable. Things were a little more settled around Blockedlance now that the pagans had been all but wiped out. Urist had little reason to kill anyone now. Still...Khmaero ached for revenge for his slaughtered family, and his sons ached for power and glory. Only time could tell their fates.

As the population grew however, they continued to put a strain on the fortress resources. They had been living on top of the fruits of previous generations for far too long. Soon, the drunken revelers would would have to wake from their slumber....

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **uggi** on **October 31, 2010, 07:22:27 am**

May I request a dwarf in this epic fortress? Any dwarf will do, hopefully one that ends up horribly mutilated, crushed by a drawbridge or dies in the process of making dwarven science. Name him/her 'Uggi'. Thanks.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 31, 2010, 09:10:49 am**

Quote from: [uggi](#) on October 31, 2010, 07:22:27 am

May I request a dwarf in this epic fortress? Any dwarf will do, hopefully one that ends up horribly mutilated, crushed by a drawbridge or dies in the process of making dwarven science. Name him/her 'Uggi'. Thanks.

Sure, no problem. Im way ahead of the story though, so you wont show up until 278. :(

Could be dwarfed as anyone. Name him/her JHLL. Preferably him.

Quote from: JacenHanLovesLegos on October 31, 2010, 09:12:47 am
Could be dwarfed as anyone. Name him/her JHLL. Preferably him.

Ok youre in. Youll show up right after Uggi.

271

FPS: 140olis Rifotkûbuk. "Blockedlance"										10th Granite. 271. Early Spring																	
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice															
Created Wealth: 17178072*														Population: 85													
Weapons:		720556*								Champions		4															
Armor and Garb:		651182*				Miners		2		Axe Lordes		None															
Furniture:		3559474*				Woodworkers		None		Swordsdwarves		None															
Other Objects:		3972831*				Stoneworkers		2		Swordmasters		None															
Architecture:		4432870*				Rangers		None		Macedwarves		None															
Displayed:		3683507*				Metalsmiths		3		Mace Lords		None															
Held/Worn:		157652*				Jewelers		None		Hammerdwarves		None															
						Craftsdwarves		4		Hammer Lords		None															
Imported Wealth:		2012338*				Nobles/Admins		13		Speardwarves		None															
						Peasants		12		Spearmasters		None															
Exported Wealth:		522333*				Children		28		Marksdwarves		5															
						Fishery Workers		None		Elite Mrksdurvs		3															
Food Stores:		10615				Farmers		6		Wrestlers		None															
Meat		None		Seeds		941		1		Elite Wrestlers		None															
Fish		None		Drink		5646		A		Recruits		2															
Plant		35		Other		3993		A																			
						Other Animals																					

It was spring of 271 one now, and the Empress continued her drunken binge with every single bachelor in the fortress. Some of the dwarves admired the Empress for her 'never say die' attitude, her unwillingness to give up, and her obsession with her own fertility. Others did not admire so much....namely Khamero and his sons. They had hoped their fool of a brother/uncle would get his act together and take advantage of his special relationship with Urist. He had been given many chances to release his spores in the Empress over many decades, and still he had not done so. Now, there was a chance Urist would marry someone outside the Grand-Ducal family. On the other hand, Airag, Imhotep, Xanthius 2.0, and Calibur were all taken part in the massive orgy...as well as a few of the younger sons. So Khamero took comfort in the knowledge that there was still a good chance one of his brood could seduce the vile Urist and take her Empire from within.

On Urist's part, she was getting quite worried. She was nearing the end of a natural dwarven life, she would turn 117 this year, and still she had no heir. The stress was growing day by day, and she hoped this great orgy could solve all of her problems. That was why she ignored all of her duties. She had to have a son....a beautiful, blood god worshipping son!

The orgy reached a climax this year (one of several) when the son of Petbeard and Kurk Quorcane created an artifact to honor Urist. He displayed it to her during the party, hoping he could win her favor and release his spores in her.

'dehfawck' Kodkûbuk. Noble is taken by a fey mood!

Dehfawck wanted to be Emperor!!!

PS: 141dgeshud Gegettuman. "Stalefortress the Violet Morals". a Dolomite ear									
This is a Dolomite earring. All crafts dwarfship is of the highest quality. It is decorated with giant cave spider silk and encircled with bands of Dolomite and horse leather. This object is adorned with hanging rings of cave spider silk and menaces with spikes of horse leather and Onyx. On the item is an image of earrings in Dolomite. On the item is an image of two Maples in horse leather. On the item is an image of Peakrings the Raw adamantine grate in Onyx.									

"Here you are my Empress, a dolomite earring I have made just for you!" said Dehfawck solemnly as he bowed and presented the gift in its velvet case. Urist picked it up and eyed it critically.

"A dolomite earring?" she asked, obviously not impressed. "Come on kid....look Im several decades older than you so let me give you some advice. When you try to woo a woman...make sure its gold or diamonds....something shiny. Women like shiny things....not plain milky white flux stone."

"Oh."

"Now get lost, Im gonna go bang the High Priest."

Dehfawck walked away sulking. He was devastated.

It was then that the doors to the great hall burst open, and there stood a guard, looking very skinny with his armor hanging loosely upon his body. He looked emaciated and his cheeks were sunken in. "My Empress!!! Empress!" he shouted in his exasperated voice. "Tosid has starved to death!"

Tosid Stukønsolon. Noble has starved to death.

A gasp went through the room.

"WHAT?!" shouted Urist as she made her way to the front of the room. Everyone expected her to immediately take charge of the situation, and solve the problem. But she had other ideas. "How dare you interrupt my party with your trifling matters!!! Tosid isnt even an ancient dwarvish name. Who cares about a guy with no name? Now get lost, Im trying to get laid!"

With that, the Empress kicked the guard out of the room, slammed the door, and bolted it shut.

"Now lets party!"

Meanwhile, while the Empress continued to party, more and more dwarves began to go hungry...



The population had grown to over 80 dwarves by now. And there hadnt been a full time farming force in decades. The dwarves of Blockedlance had been living off of the bounty wrought from the ground by a group of long dead farmers. There was nothing left...and with a fortress full of dandy nobles, who was going to do the dirty work and put some food on the table?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **JacenHanLovesLegos** on **October 31, 2010, 02:43:58 pm**

This outta be *fun*.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **TALLPANZER** on **October 31, 2010, 06:43:02 pm**

TALLPANZER has organized a party at "Empty field"

Ok, we are all going to play a party game. I call it, "put the plump spawn into the ground"
who ever puts the most spawn in the ground wins.
Ok GO!

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 31, 2010, 08:22:01 pm**

Khamero knew it was bleak. He looked around and saw several of his own children crawling on the floor looking for rats to eat. How could this have happened? The stockpiles had been so full....he had remembered thinking that the stockpiles had food for....well, for decades. And indeed it had been many decades, and the fortress population had only grown larger. Most of Khamero's sons were partying with the Empress, doing the important business of the family...but Khamero gathered the remainder of his family, including his mother-in-law, the Grand Duchess Slemsvamp.

Being the most entitled noble other than Urist, the Grand Duchess immediately assumed control of the fortress while the Empress was away.

"I say, the problem seems simple enough. We just tell the peasants to get in the mud and grow some seeds!"

"Yes, but there are NO peasants left!" cried Khamero. "We killed them all! The survivors were put in the military....uhhh....including my mom."

"Well then....it seems that some nobility is just going to have to be more noble than others," said Slemsvamp. "Be a dear, Khamero, my boy, round up your daughters and the bratty children of the Dungeon Master and Philosopher. Have some of them forage in the bushes and in the muddy caverns for some edibles right now. Then have the remainder plant our stocks of plump helmet spawn. Dont forget to assign a brewer and a cook. Better make it two of each."

"What? You mean.....have my children....w...wo....wor...work?" Khamero could barely get the words out. He himself had known a childhood full of work....and had thought he had saved his family from the cold grip of endless toil.

"Hmmpf....well, they can be noble and starve, or get in the fields and live," reminded the Grand Duchess, as if she had no part in this. "Now shoo! You have some work to do!"

"Yes mother," said Khamero to his mother-in-law before skulking off. He could only hope more of his children would not die before the bushes in the courtyard could be foraged.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **JacenHanLovesLegos** on **October 31, 2010, 08:27:01 pm**

And to think all of this because of a demon fortress. Was this in 40d?

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 31, 2010, 09:40:16 pm**

Yep, good ole 40d

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **JacenHanLovesLegos** on **October 31, 2010, 09:59:47 pm**

Als, in one of your first posts in this thread, you said you wanted BlcokedLanced to either be a migrant killing device or a crazy band of anti everyone bandits. Yu got both.

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 31, 2010, 11:46:01 pm**

Khamero had assembled his daughters and younger sons. Petbeards children were there as well. He explained to them what they had to do. He explained to them the absolute hopelessness of their situation, and pointed to the dead body of Tosid as well as their younger siblings already crawling the hallways looking for dead insects and old shoe leather. He reminded them that the death was a real possibility if they did not work.

"But we're **NOBLE!!!!**" they all had shouted.

"I work all the time. I dont know what you are complaining about," Khamero cried in response.

"Yeah but you just detail stone!" cried one. "Yeah, thats not hard work!" shouted another. "Mining, masonry, any kind of crafting....now those are noble professions....if indeed one absolutely has to work at all. Why cant we do that?"

"But we need food!"

"Well....maybe we can be brewers, then?" said one. At once, everyone shouted their delight with this idea. "Yeah Ill make the booze!" shouted a voice. "Yeah me too!" shouted several others.

It was useless. There was no reasoning with them. Khamero reached for that last tool of diplomacy that always worked: violence.

"If you dont get to work and feed this fortress I will sick the fortress guard on you at once! Now go gather every berry and grass from out in the field and start handing it out to the starving ones. You two, start cooking up whatever you find. When you're done with that, start farming, for gods sakes! Anyone who disobeys will spend time in the catacombs in a cage next to King Fikod, do I make myself clear?" There was utter silence. The dwarves knew they were defeated. They began to rationalize their fate as the lesser of two evils. Maybe it wasnt so bad to roll around in the mud? Its better than being stuck in a cage. Or poked with something sharp by one of the guards.

Yes, you had to know when to fold em.

"Geeze Hitler, we're going." pleaded one. "Yeah, you dont have to shout like that, we have dignity too!" said another. They marched off to work. Under his breathe, one last dwarf remarked, "You know, I hate to sound like a pagan, but this fortress is starting to feel like a police state."

Title: **Re: Blockedlance - An Empire to Last 1,000 Years**
Post by: **MrGimp** on **October 31, 2010, 11:51:13 pm**

Chapter #17 - Even a Urist Feels Love

There was good news this, the 68th year of reclamation.

FPS: 141olis Rifotkûbuk. "Blockedlance"17th Slate. 272. Mid-Spring									
Animals		Kitchen		Stone		Stocks		Prices	
Created Wealth:		17632560*		Population:		85		Currency	
Weapons:		720556*		Miners		2		Champions	
Armor and Garb:		649438*		Woodworkers		1		Axedwarves	
Furniture:		3676856*		Stoneworkers		2		Axe Lords	
Other Objects:		3985099*		Rangers		None		Swordsdwarves	
Architecture:		4598866*		Metalsmiths		3		Swordmasters	
Displayed:		3842531*		Jewelers		None		Macedwarves	
Held/Worn:		159214*		Craftedwarves		6		Mace Lords	
Imported Wealth:		2000120*		Nobles/Admins		13		Hammerdwarves	
Exported Wealth:		522333*		Peasants		6		Hammer Lords	
Food Stores:		9844		Children		25		Speardwarves	
Meat	None	Seeds	979	Fleeting Workers		None		Spearmasters	
Fish	None	Drink	4827	Farmers		12		Marksdwarves	
Plant	38	Other	4000	Engineers		1		Elite Mrksdwrvs	
				Trained Animals		A		Wrestlers	
				Other Animals		A		Elite Wrestlers	
								Recruits	

First, through Khamero's great effort, and the practical sacrifice of his offspring's nobility, the fortress had managed to eek through the famine without any more dead. But that was nothing. No.....something even more miraculous has happened this year. That cold hearted bitch has finally done it. Somewhere in that black heart of hers she has found room for another, and they have found room for her....

PS: 142Relationships of the Empress Urist Sibrekkezat Amugrobek									
'Kulaka' Bonrekðakas. High Priest					Lover				

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Eagle** on **November 01, 2010, 12:03:44 am**

Eagle laughs at starvation. LAUGHS I TELL YOU.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Bormok, God of Mud** on **November 01, 2010, 12:42:23 am**

Demon worshipping Dwarven romance on Halloween, how fitting.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Argonnek** on **November 01, 2010, 07:03:09 pm**

I half expected her to find love on the 69th year of reclamation. ;)

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Tradanbattlan** on **November 01, 2010, 08:30:34 pm**

Oh god, what is going on
It's like the earth just shattered into a lot of not-delicious broken earth-ey bits

I mean,
URIST?
In LOVE?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **TALLPANZER** on **November 02, 2010, 01:10:48 am**

Well clearly now she must die. Hopefully in some Ironic, painful, and humorous way. Perhaps involving onions.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Yoink** on **November 02, 2010, 06:38:13 am**

Wow... Well, I certainly came in late here, I just read the first and last pages, but wow? Urist is still alive?
That's awesome!... Er, could someone maybe PM me a brief rundown of the story so far? I don't really have the time to read through 140 pages, even if they are awesome... :)

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 02, 2010, 10:06:46 am**

Quote from: Yoink on November 02, 2010, 06:38:13 am
Wow... Well, I certainly came in late here, I just read the first and last pages, but wow? Urist is still alive?
That's awesome!... Er, could someone maybe PM me a brief rundown of the story so far? I don't really have the time to read through 140 pages, even if they are awesome... :)

All 140 pages are definitely not awesome, despite what some kind souls may say. Theres plenty of insane ramblings and drunk talk.

For a quick read through the story that touches on all the major points, you should read the first two chapters, then read the first page of 'Goodbye Sanity' and the first page of 'Jewel of Life'. Then check out Post 666 and the Scroll of Death. Its all linked on the first page. I think those posts will give you the gist of the story.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **filiusenoX** on **November 02, 2010, 07:36:27 pm**

Badass, a dwarven heir from an ancient crone.
Is the name promised to anybody?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 03, 2010, 12:40:51 am**

Quote from: Tradanbattlan on November 01, 2010, 08:30:34 pm
URIST?
In LOVE?

HEY!!! Even a Urist feels love!

Quote from: TALLPANZER on November 02, 2010, 01:10:48 am
Well clearly now she must die. Hopefully in some Ironic, painful, and humorous way. Perhaps involving onions.

Patience. She is actually coming up on a possible natural death. She can drop dead at any moment within the next 30-60 years, according to the raws for the dwarven lifespan. And Im ahead of the story 10 years right now (trying to catch up) so really in 20-50 more years this bitch is dead no matter what.

Fucking mortality.

Quote from: filiusernox on November 02, 2010, 07:36:27 pm
Badass, a dwarven heir from an ancient crone.
Is the name promised to anybody?

I dont know. Ive had to think about that a bit lately. I think the first male heir is mine. I'm going to name him Damian. All other heirs are open of course, and if Damian dies (intentionally or not) then the throne is up for grabs.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 03, 2010, 01:08:29 am**

Up Close With Kulaka Whipcolor



So who is Kulaka Whipcolor?

He is the High Priest of Armok, and when he is not committing ritualistic sex acts upon the High Priestess while splashing around in a pool blood, he is happily doing as commanded by his majestic Empress. He is a true loyalist, through and through. He has been in the fortress since the first or second migrant wave. He helped Urist replace the old Queen and her henchmen with her magnificent self. He was a major character early on in the story, when he went by his original birth name of Thob.

Kulaka **Bomrekidakas** likes **Siltstone**. **Adamantine**. **Harlequin opal**. **deer leather**. the color **lavender**. **high boots** and **weapon racks**. When possible. he prefers to consume **River spirits** and **Cave wheat Seeds**. He absolutely detests **rats**. He rarely feels discouraged. He occasionally overindulges. He can handle stress. He is somewhat reserved. He would never claim to be better than somebody else. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time.

He likes Adamantine, River Spirits, and long walks on the beach. His years of loyalty to Urist and faithfulness to the blood god make him a truly remarkable candidate for the father of a new Imperial line. Armok is truly pleased and delighted with this unholy union.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **maxicaxi** on **November 03, 2010, 02:25:12 am**

This the best community fort, THE BEST

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Yoink** on **November 03, 2010, 07:14:15 am**

Wow... I read what you suggested, and some other bits.
Pure. Awesome. :D
I'll definitely keep checking in. can hardly believe Urist is still alive after all that.... Fun. Truly Armok protects her!
Well, at least in the bit I read.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 03, 2010, 09:33:42 pm**

Spring 273

FPS: 140olis Rifotkûbuk. "Blockedlance"									
28th Granite. 273. Mid-Spring									
AnimalsKitchenStoneStocksPricesCurrencyJustice									
Created Wealth: 17719830*Population: 87									
Weapons: 720556*Champions 4									
Armor and Garb: 648049*Miners 2None									
Furniture: 3690156*Woodworkers 1None									
Other Objects: 4010252*Stoneworkers 2None									
Architecture: 4623924*Rangers 6None									
Displayed: 3867949*Metalsmiths 3None									
Held/Worn: 158944*Jewelers 6None									
Imported Wealth: 1949031*Nobles/Admins 13None									
Exported Wealth: 522333*Peasants 6None									
Food Stores: 10640Children 25None									
Meat NoneSeeds 1014Fishery Workers 1None									
Fish NoneDrink 5178Farmers 14None									
Plant 78Other 4370Engineers 1None									
Trained Animals ANone									
Other Animals A28Recruits 2									

Not much happened this year. Khamero, under orders from his mother-in-law the Grand Duchess, continued to administer farms and farmers and the gathering of plants. There was plenty of food, if only the Empress had been able to manage an ounce of compassion for her people. However, she was too busy with her new love to worry about feeding peasants.

It was infuriating to Khamero. He had waited too long. His sons had failed to seduce the old wrinkled bag. That damn High Priest was about to ruin everything. Soon there would be a wedding, and Kulaka would release his spores and steal the Imperial throne away from Khamero's bloodline.

He and his sons would now plot and scheme twice as hard.

In other news...Denisol Noblerope has been spending his time far away from the sun, deep in the mountain extracting adamantine for Urist.



The screenshot shows a game interface. On the left is a map view with various terrain features and a character icon. On the right is a character profile for 'Denisol' Ritholgoden, Noble. The profile lists several traits and skills, including 'Extract Metal Strands', 'Mighty', 'Very Agile', 'Extremely Tough', and a list of social skills like 'Judge of Intent', 'Conversationalist', 'Consoler', 'Persuader', 'Negotiator', 'Pacifier', 'Intimidator', and 'Flatterer'. The character is also labeled as a 'Strand Extractor'.

I just thought that was an awesome name for a strand extractor. 'Noblerope'.

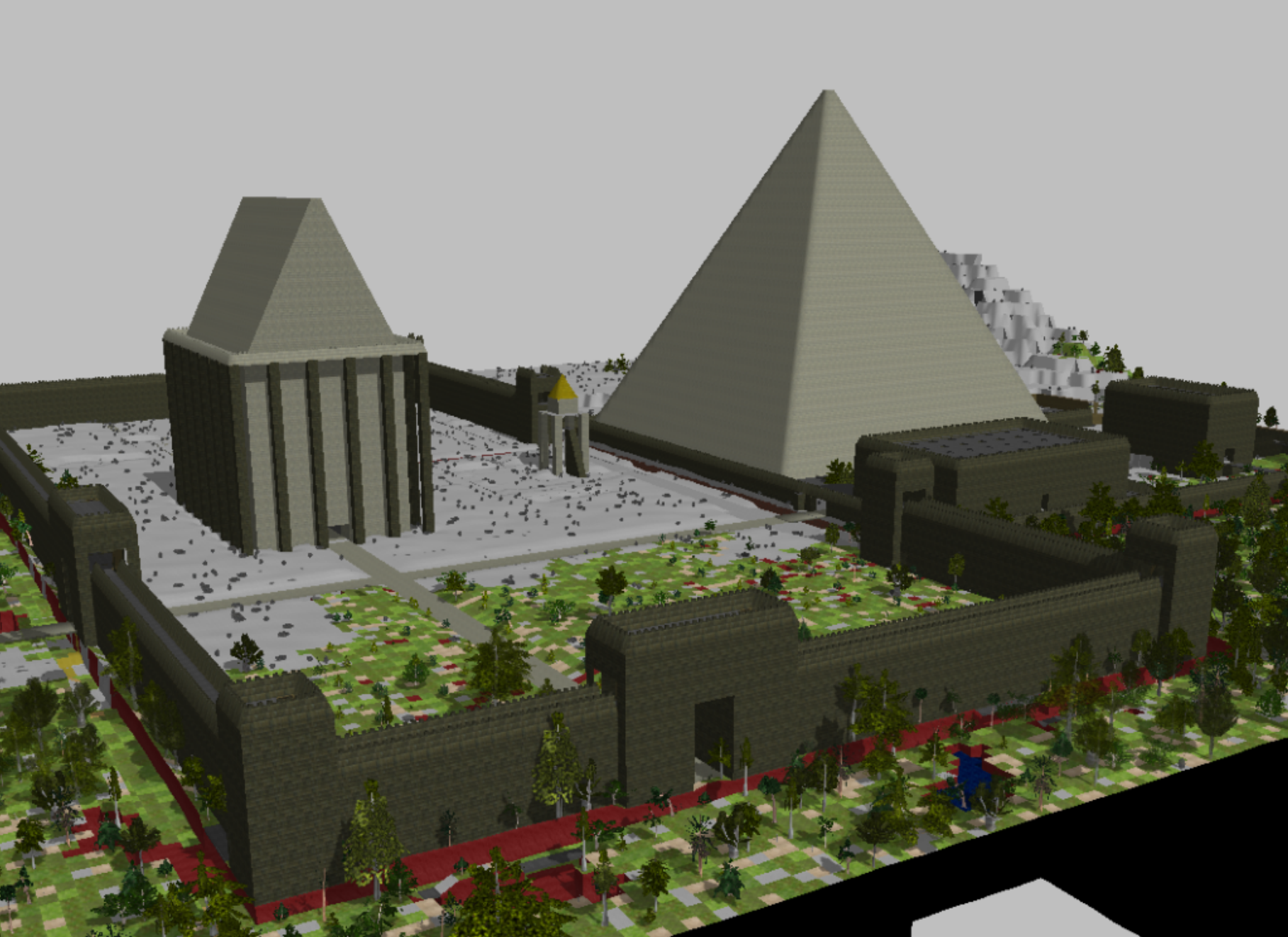
Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 03, 2010, 09:47:33 pm**

Spring 274

PS: 1400115 Rifotkubtk. "Blockedlance" 2nd Granite. 274. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		17731274*		Population:		89							
Weapons:		720556*		Miners		2				Champions		7	
Armor and Garb:		646109*		Woodworkers		1				Axe Lords		None	
Furniture:		3690093*		Stoneworkers		1				Swordsdwarves		None	
Other Objects:		4014286*		Rangers		None				Swordmasters		None	
Architecture:		4631873*		Metalsmiths		3				Hacedwarves		None	
Displayed:		3869475*		Jewelers		None				Hace Lords		None	
Held/Worn:		158882*		Craftsdwarves		6				Hammerdwarves		None	
Imported Wealth:		1936767*		Nobles/Admins		14				Hammer Lords		None	
Exported Wealth:		522333*		Peasants		9				Speardwarves		None	
Food Stores:		11866		Children		24				Spearmasters		None	
Meat		None		Fishery Workers		None				Marksdwarves		4	
Fish		None		Farmers		14				Elite Mrksdurvs		1	
Plant		57		Engineers		1				Wrestlers		1	
				Trained Animals		A		None		Elite Wrestlers		None	
				Other Animals		A		28		Recruits		1	

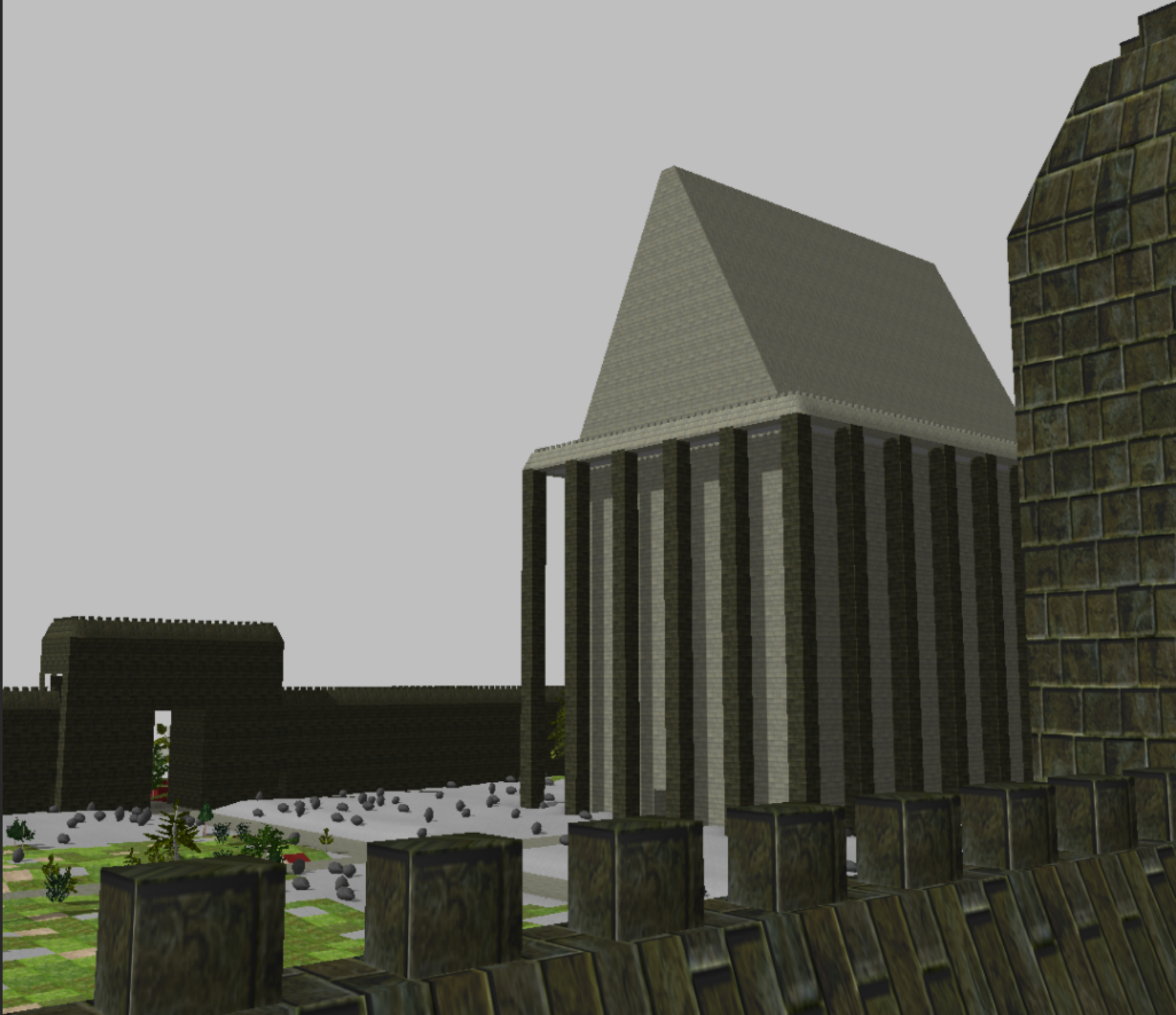
The Empress turns 120 this year, and throws a big celebration. It is the talk of the fortress when she shows up to the party escorted by the High Priest Kulaka. Duke Travolta is now visibly on the outs, and has been seen getting drunk and hanging out with the Court Musician Kurk Quorcane. As the two former lovers of Urist, their access to life is very tenuous.

In other news, the Stonecutters have finished the outer walls...

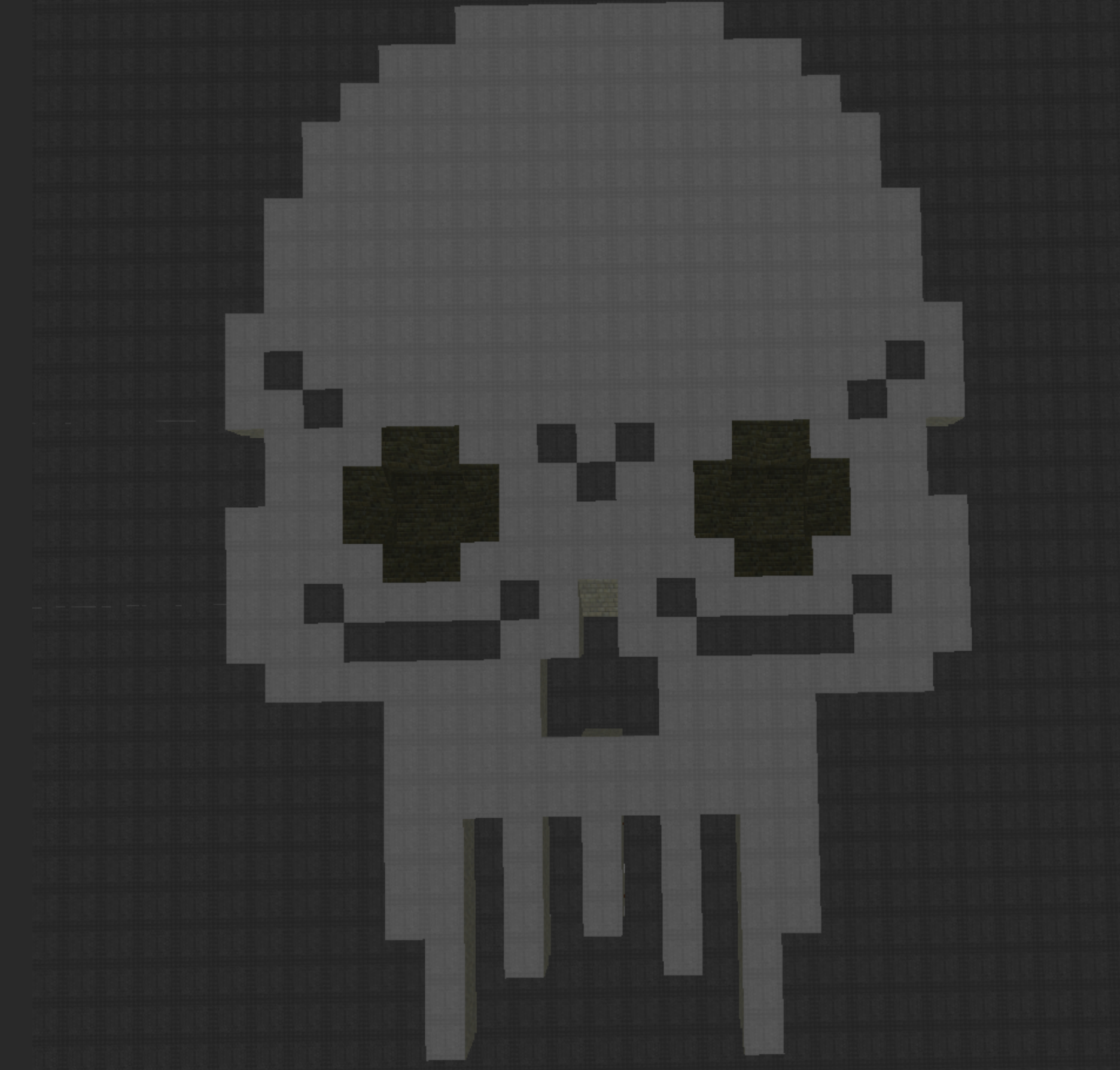


These damn walls were even bigger construction projects than the temple or even the pyramid. They caused the emptying of our stone stockpiles several times, which is good, because digging all these adventurer tunnels and traps with a bunch of legendary Stonecutters produces a lot of stone.

Here is a view of the Temple of Armok from atop the walls looking west.



And here, in all its awesomeness, is the giant skull at the bottom of the pyramid....



Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **RavingManiac** on **November 03, 2010, 11:31:12 pm**

If you want Visual Fortress to make the pyramid have the same proportions as the actual pyramids, try setting the block dimensions to z14, x11, y11, so that the gradients of the sides are similar.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Ze Spy** on **November 05, 2010, 08:19:06 pm**

Wait , Am i reading the Real thing?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 06, 2010, 11:22:24 am**

Quote from: Ze Spy on November 05, 2010, 08:19:06 pm
Wait , Am i reading the Real thing?

I don't know. Are you?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 06, 2010, 11:26:57 am**

Quote from: RavingManiac on November 03, 2010, 11:31:12 pm
If you want Visual Fortress to make the pyramid have the same proportions as the actual pyramids, try setting the block dimensions to z14, x11, y11, so that the gradients of the sides are similar.

Ok I tried it. The pyramid looks good but everything else is all squatty looking...



I guess this is what Blockedlance would actually look like in real life, though, as I'd imagine dwarven structures WOULD look squatty to human eyes.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 06, 2010, 11:34:03 am**

It is now Spring of 275

FPS: 140olis RifotkÜbuk. "Blockedlance"										9th Felsite. 275. Late Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:		17736300*		Population:		92													
Weapons:		720556*		Miners		2				Champions		8							
Armor and Garb:		645934*		Woodworkers		1				Axe Lords		None							
Furniture:		3689619*		Stoneworkers		2				Swordsdwarves		None							
Other Objects:		4020785*		Rangers		None				Swordmasters		None							
Architecture:		4630826*		Metalsmiths		3				Macedwarves		None							
Displayed:		3869833*		Jewelers		None				Mace Lords		None							
Held/Worn:		158747*		Craftsdwarves		6				Hammerdwarves		None							
Imported Wealth:		1920722*		Nobles/Admins		15				Hammer Lords		None							
Exported Wealth:		522333*		Peasants		6				Speardwarves		None							
Food Stores:		9595		Children		25				Spearmasters		None							
Heat		None		Seeds		786				Fishery Workers		4							
Fish		None		Drink		4569				Farmers		19							
Plant		200		Other		4040				Engineers		1							
										Trained Animals		A							
										Other Animals		A							
										Recruits		None							

The population continues to climb mercilessly. Look at this! Only a handful of pagans....and theyre all in the military (except for Khamero and Eagle). We started with 1, then climbed up to a population of 234 at our highest, then we went down to 43 at our lowest after all the pagan killings. Now here we are, the stock of an Armok worshipping dwarven master race!

Huzzah!!!

Not much happens this year. Mogror Harbett's new engineering project has been the further expansion of the outer walls to build a more grand entrance to the fortress proper. Jewelettarette is still mayor of the fortress (shes had that locked up for several decades now) and Khamero is still barking orders at his younger sons and daughters to get these spoiled noble brats to work. As you can see above, the food stockpiles are still low, and the booze stockpiles arent full enough for 92 dwarves either.

With Urist falling in love, that will soon be three couples having 1.33 babies per year. 3 * 1.33 = 4. We will be getting 4 babies per year once Urist marries. That is a LOT of poopy diapers.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **DrakenMaster** on **November 07, 2010, 08:40:28 am**

Marvelous time to reach finally reach the present in the story. Mind if I call dibs on the first heir of Urist not already claimed by yourself?

Name can be Draken. For either gender.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 07, 2010, 10:51:59 am**

Quote from: [DrakenMaster](#) on November 07, 2010, 08:40:28 am

Marvelous time to reach finally reach the present in the story. Mind if I call dibs on the first heir of Urist not already claimed by yourself?

Name can be Draken. For either gender.

Ok Ill add you. Still have 5 years to go though, haha

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 07, 2010, 11:00:27 am**

Spring 276

PS: 135Solis RifotkŪbuk. "Blockedlance"										1st Granite. 276. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:										17789634*		Population:		94					
Weapons:		720556*										Champions		8					
Armor and Garb:		645979*		Miners								Axe Dwarves		None					
Furniture:		3689850*		Woodworkers								Axe Lords		None					
Other Objects:		4071153*		Stoneworkers								Swordsdwarves		None					
Architecture:		4633186*		Rangers								Swordmasters		None					
Displayed:		3870133*		Metalsmiths								Macedwarves		None					
Held/Worn:		158777*		Jewelers								Mace Lords		None					
				Craftsdwarves								Hannerdwarves		None					
Imported Wealth:		1918354*		Nobles/Admins								Hammer Lords		None					
				Peasants								Speardwarves		None					
Exported Wealth:		522333*		Children								Spearmasters		None					
				Fishers/Barbers								Marksdwarves		4					
Food Stores:		11362		Farmers								Elite Mrksdwrvs		None					
Meat		None		Seeds		1066		Engineers		1		Wrestlers		None					
Fish		None		Drink		5051		Trained Animals		A		Elite Wrestlers		None					
Plant		180		Other		5065		Other Animals		A		Recruits		None					

Kulaka continues to wine and dine the old Empress. Food and drink stockpiles are still not very plentiful and the population continues to grow.

Our military continues to train. Our two marksdwarf squads take turns training in the old barracks. After firing countless numbers of wooden bolts, they start becoming champion level, just like our axedwarfs.

'Kipi' Thîdasurdim has become a legendary champion! Hail 'Kipi' Thîdasurdim!

In other news....

Someone died!

Lorban Lôröntak. Stonecutter has died from thirst.

I was shocked at first because I assumed it was an Armok worshiper. That was when I remembered a couple of the Stonecutters were still pagan. So good riddance to this trash. He didnt even have a memorable name. I'm glad hes dead. If he hadnt died I woulda killed him.

Stil....

It vexes me how he died. Theres enough booze....and even if there werent, theres still a few murky pools left, and several places in the underground river system to drink. How did he die from thirst????



Oh. He walled himself onto an isolated ledge. What an idiot.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Argonnek** on **November 07, 2010, 01:00:48 pm**

I love this story. Every death absolutely fails at being tragic, and ends up being simply funny.

Quote from: MrGimp

Oh. He walled himself onto an isolated ledge. What an idiot.

I lol'd.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Akigagak** on **November 07, 2010, 07:02:33 pm**

I know you're ahead in the story, but the legacy of Akigagak Citylancers, the **Romantic Player**, Lord of Bondage and Scourge of Goblankind must return!

Any military dwarves bumming around that could conceivably be plot-twisted as his spawn?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 07, 2010, 09:56:02 pm**

Quote from: Akigagak on November 07, 2010, 07:02:33 pm

I know you're ahead in the story, but the legacy of Akigagak Citylancers, the **Romantic Player**, Lord of Bondage and Scourge of Goblankind must return!

Any military dwarves bumming around that could conceivably be plot-twisted as his spawn?

Actually, I plan on the return of Lord Akigagak! Plus a couple other dwarves....

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **JacenHanLovesLegos** on **November 07, 2010, 10:11:45 pm**

Earlier, I loved your joke off of One Dwarf Against the World. Heh heh.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 07, 2010, 10:12:29 pm**

Spring 277

FPS: 140olis Rifotkûbuk. "Blockedlance"									
Animals		Kitchen		Stone		Stocks		Prices	
								Currency	
								Justice	
Created Wealth:		17876286*		Population:		96			
Weapons:		721306*						Champions	
Armor and Garb:		644233*		Miners		2		Axedwarves	
Furniture:		3689725*		Woodworkers		1		Axe Lords	
Other Objects:		4150087*		Stoneworkers		1		Swordsdwarves	
Architecture:		4641247*		Rangers		None		Swordmasters	
Displayed:		3870941*		Metalsmiths		3		Macedwarves	
Held/Worn:		158747*		Jewelers		None		Mace Lords	
				Craftsdwarves		6		Hammerdwarves	
Imported Wealth:		1916978*		Nobles/Admins		14		Hammer Lords	
				Peasants		4		Speardwarves	
Exported Wealth:		522333*		Children		28		Spearmasters	
				Fishery Workers		None		Marksdwarves	
Food Stores:		14577		Farmers		22		Elite Mrksdurvs	
Heat		None		Engineers		1		Wrestlers	
Fish		None		Trained Animals		A		Elite Wrestlers	
Plant		172		Other Animals		A		Recruits	

96 dwarves. And counting.

Booze stockpiles are rising, but food is still somewhat low, although manageable. Khamero made a couple more of his spoiled kids cook and brew for us so that we could guarantee a 24/7 production line.

But who cares about babies and booze, when love is in the air?

Tensions are high in the fortress as Urist openly snubs the Duke. Khamero and his clan are being forced to work to keep the fortress fed, and instead of the new nobility, it seems the majority of his offspring will now make up the new peasantry. The foul mood of the fortress possesses a young child...

Tun Uthareshtân. Noble has been possessed!

In an effort to win over the Empress, and preserve the lives of he and his family, a young child has gone all creative and OCD on us. He presents the Empress with a gift of an artifact crown...

FPS: 142Udibtan. "Syrupticks". a Dolomite crown									
Weight:		26Γ				Basic Value:		50400*	

Syrupticks eh? That sounds like a horrible affliction. I wouldn't want to have sex with anyone that had syrup ticks. It's not quite as fancy as Urist's raw adamantine crown, but hey, it's an artifact. And hey, Urist has a use for a crown that is not as nice as hers, for in this year, at long last, the 123 year old Empress finally marries!!!

FPS: 141Relationships of the Empress Urist Sibrekkezat Amugrobek									
Kulaka		Bonrekdukas		High Priest		Husband			

There is a massive celebration and a huge feast that Khamero's children are forced to prepare and cater. During the celebration, Empress Urist crowns her new husband Kulaka Whipcolor the Priest-King of Blockedlance!

All hail Empress Urist! All hail the Priest-King of Armok! Blood for the Blood God!

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Argonnek** on **November 08, 2010, 01:50:11 am**

Blood For The Blood God!

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **maxicaxi** on **November 08, 2010, 04:10:34 am**

Quote from: Argonnek on November 08, 2010, 01:50:11 am

Blood For The Blood God!

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Yoink** on **November 08, 2010, 08:21:51 am**

You just KNOW Kulaka has some terrible secret agenda that's going to unleash all kinds of horrors on the fortress. Wait, you did check him for SDIs before letting him 'marry' the empress?! D:
:D You don't know WHERE that spiky beard has been!

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **denisol** on **November 09, 2010, 06:50:23 am**

yes , my precious adamantine , i need more of it , never enough adamantine.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **filiusenox** on **November 11, 2010, 07:59:34 pm**

Hail!
May I have the next Dwarven child not born to the Clan Of Noble Peasents?

Maybe the second son of Urist?
By the way what would happen if there were twins?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 12, 2010, 09:48:02 am**

Spring 278

FPS: 140olis Rifotkûbuk. "Blockedlance"										1st Granite. 278. Early Spring																	
Animals				Kitchen				Stone				Stocks				Prices				Currency				Justice			
Created Wealth:				18038276*				Population:				98															
Weapons:				720556*																Champions				12			
Armor and Garb:				643615*				Miners				2								Axe Lordes				None			
Furniture:				3734675*				Woodworkers				1								Swordsdwarves				None			
Other Objects:				4257403*				Stoneworkers				2								Swordmasters				None			
Architecture:				4650887*				Rangers				None								Macedwarves				None			
Displayed:				3872346*				Metalsmiths				3								Mace Lords				None			
Held/Worn:				158794*				Jewelers				None								Hammerdwarves				None			
Imported Wealth:				1908995*				Nobles/Admins				15								Hammer Lords				None			
Exported Wealth:				522333*				Peasants				6								Speardwarves				None			
Food Stores:				19457				Children				27								Spearmasters				None			
Meat				None				Seeds				1319								Marksdwarves				None			
Fish				None				Drink				11370								Elite Mrksdurvs				None			
Plant				354				Other				6414								Wrestlers				None			
								Farmers				22								Elite Wrestlers				None			
								Engineers				2								Recruits				None			
								Trained Animals				A															
								Other Animals				A															

Glorious. The fortress is now worth over 18 million copper coins. Most of it resides in the Imperial Palace in the form of artifacts and gold and platinum stuff.

Speaking of the palace....finally, at long last, we're muddying the caverns under the palace. The Imperial River Garden shall bloom with mold and mud, as is proper for a dwarven fortress!

FPS: 141SIEGE Dwarf FortressIdlers: 23									
									
Nomal Asmekod, Noble "Nomal Merchantblot"									
No Job Very Strong Unbelievably Agile Superdwarvenly Tough Talented Conversationalist Talented Judge of Intent Talented Comedian Talented Flatterer Talented Persuader Talented Intimidator Talented Negotiator Talented Consoler Expert Pump Operator Proficient Swimmer									
g: Gen i: Inv p: Pref u: Wnd Space: Done									

It was also this year, that a miracle was bestowed upon our fortress....

Urist Sibrekkezat Amugrobek. Empress has given birth to a girl.

The Empress has given birth to a....girl.....ugh. Who cares about stupid ole girls? We need an heir dammit....and that takes a penis!
But it's all good, we can make more babies. The first born daughter of the Empress is named Princess Uggi. All hail Princess Uggi!!!

S: 141'Uggi' Likotnanir. "'Uggi' Inkrhymed". Princess									
'Uggi' Likotnanir has been quite content lately. She is the daughter of Urist Salvedangers the Foggy Barbs and 'Kulaka' Whipcolor. She is a worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Muted Lashes. She is a member of The Hammers of Sausaging.									
'Uggi' Likotnanir likes Bauxite. Adamantine. Amethyst. coral. the color pumpkin and Dimple cups for their soothing color. When possible. she prefers to consume Dwarven rum. She absolutely detests lizards. She can handle stress. She is somewhat reserved. She is not a risk-taker. She is modest. She needs alcohol to get through the working day and is starting to work slowly due to its scarcity.									

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 12, 2010, 09:49:01 am**

Quote from: filiusenox on November 11, 2010, 07:59:34 pm

Hail!
May I have the next Dwarven child not born to the Clan Of Noble Peasents?
Maybe the second son of Urist?
By the way what would happen if there were twins?

If they were twins that would cause the 40d universe to explode.
I can add you, but Uggi, JHLL, and Draken are in front of you. What do you want me to name the kid?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 12, 2010, 09:50:26 am**

Oh and I also might as well show this. This is the stats for the Priest-King Kulaka.



Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Eagle** on **November 12, 2010, 09:59:03 am**

Quote from: MrGimp on November 12, 2010, 09:50:26 am
Oh and I also might as well show this. This is the stats for the Priest-King Kulaka.



Dat floodgate

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **uggi** on **November 12, 2010, 10:23:13 am**

Quote from: MrGimp on November 12, 2010, 09:48:02 am
But it's all good, we can make more babies. The first born daughter of the Empress is named Princess Uggi. All hail Princess Uggi!!!

Muhaha, so I get to be Urist's personal human shield! Excellent!

That reminds me of one of my first fortresses, where a tantrum spiral caused this dwarf to go berserk. She started to beat the crap out of the nearest dwarf, which turned out to be her own baby she was carrying. That was hilarious.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **bayar** on **November 12, 2010, 12:19:33 pm**

My god. This fortress will never die now.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 12, 2010, 08:17:32 pm**

Quote from: bayar on November 12, 2010, 12:19:33 pm
My god. This fortress will never die now.

Yeah it does kinda drag it out huh? A while back, I was planning on just wiping the fortress out and giving Urist a violent end. But now we at least need to see her little evil ones grow up...so we might as well carry on to see Urist die a natural death. The adventure tunnels are going to take a while to build anyways. Urist will probably die of old age and they still wont be completed.

So kick back....this is going to be a while. :)

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **JacenHanLovesLegos** on **November 12, 2010, 09:48:34 pm**

Keep it going no matter what. Even if it's 3 generations after Urist, it needs to keep going.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Innominate** on **November 12, 2010, 10:53:19 pm**

Quote from: JacenHanLovesLegos on November 12, 2010, 09:48:34 pm
Keep it going no matter what. Even if it's 3 generations after Urist, it needs to keep going.

That's what they did with Dune, and look how that turned out.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **bayar** on **November 13, 2010, 09:17:24 am**

Quote from: JacenHanLovesLegos on November 12, 2010, 09:48:34 pm
Keep it going no matter what. Even if it's 3 generations after Urist, it needs to keep going.

Yeah, like The Young and the Restless.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 13, 2010, 12:57:37 pm**

Quote from: uggi on November 12, 2010, 10:23:13 am
Quote from: MrGimp on November 12, 2010, 09:48:02 am
But it's all good, we can make more babies. The first born daughter of the Empress is named Princess Uggi. All hail Princess Uggi!!!
Muhaha, so I get to be Urist's personal human shield! Excellent!

You know, more than a human shield you are still a potential heir. Afterall, the last two monarchs of the Ageless Matched Lashes have been female. I would imagine the first born daughter of the Empress would not see her vagina as a disqualification. So Princess Uggi would definitely have some animosity towards the male heir.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 13, 2010, 01:01:46 pm**

Quote from: JacenHanLovesLegos on November 12, 2010, 09:48:34 pm
Keep it going no matter what. Even if it's 3 generations after Urist, it needs to keep going.

I dont know...it would be cool to have a dwarven lineage of Empresses and Emperors. On the other hand, I want there to be some adventure fun eventually...and the sooner the better.

Also, the endless siege bug is making it kinda boring.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 13, 2010, 01:34:48 pm**

Christes continued floating in the void with the telepath. It had been many years since the telepath had first felt the rumblings of approaching Ragnarok, and still it did not come.

On one hand, Christes was relieved, as the obliteration of the entire multiverse did not sound fun. However, the telepath was growing more and more depressed as the endless flow of time continued to pour down upon him and torture his poor soul. He was going madder than usual, and was even less fun to talk to than he already had been. Christes began trying to hone her own telepathic powers and find her lover Tradan. She had been able to catch brief glimpses in her minds eye. She saw flashes of blue....she almost thought it looked like microcline. But she couldnt make out Tradan. When she tried to speak out to him she heard only the rubbing of stone against stone.

What did it all mean? What had happened to him?

"STOP IT!!!" shouted the voice of the telepath in Christes' head. Christes looked up from her meditations to see him coming at her in a rage. She stood up. "JUST STOP IT NOW!!!! IVE HAD ENOUGH!!!"

"What are you talking about?"

"That lover of yours! Stop thinking about him! You've been doing it for years and every time you think about him all I can see and hear is that blue monster shouting at you....but you never answer him!" The telepath was breathing heavily and looked incredibly stressed out. "I'm over here trying to wait for the end of the universe, and you just wont shut up! It's driving me crazy!!!"

"I'm driving YOU crazy?" asked Christes in shock. There was a pause before she spoke again. "What do you mean he is shouting at me? I just hear some kind of grinding sound."

"Stone speech!!! Your lover has been turned to stone. I see him vividly...floating in the void....a broken piece of microcline, singing 99 bottles of beer endlessly."

"Oh....my poor Tradan! Hes here in the void though? What is he saying to me? Where is he?"

"Hes far from here, dwarf. He is trying to tell you he loves you though.....and he is asking if you have any ointment. Stone skin is quite a rash you see."

"Can we go to him?"

"Oh yes I could take you there....it would be quite a journey though. We shall have to sail the Sea of Nothing, passed the Island of Whiteness, then we must traverse the Plains of Emptiness and the Forest of Blank. And even then, we would still have the Empty Winds to fly through, and Abyssal Void to float through, and we still wouldnt even be at the Infinite Road yet....and we have to go WAAAAAAAAAAAAAYYYYYYY down that road to get to your Tradan."

"It sounds like a long boring journey....but please, you must help me find him!" she cried.

"Ugh....I guess I better. Otherwise Ill never hear the end of this noise. Come on.....it's going to take us many years. Let's get started....."

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **JacenHanLovesLegos** on **November 13, 2010, 01:37:47 pm**

About the seige, have you tried turning off invasions in the RAWs?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Argonnek** on **November 13, 2010, 07:11:08 pm**

IIRC, you have used DC many times, so why not go through the list of dead and make sure all of the dead tags are in order. That should solve your endless siege bug problem.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **Ninja Pichu** on **November 17, 2010, 11:57:31 am**

So, have I died because of !!+cat tallow roast+!! yet?

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 18, 2010, 11:48:36 pm**

Chapter #18 - An Heir to the Throne

Spring of 279.

FPS: 140olis Rifotkŭbuk. "Blockedlance"					6th Granite. 279. Early Spring						
Animals		Kitchen		Stone	Stocks	Prices		Currency		Justice	
Created Wealth:		18222729*			Population:		101				
Weapons:		720556*							Champions		12
Armor and Garb:		641527*			Miners			2	Axe Dwarves		None
Furniture:		3734520*			Woodworkers			1	Axe Lords		None
Other Objects:		4441123*			Stoneworkers			2	Swordsdwarves		None
Architecture:		4653577*			Rangers			None	Swordmasters		None
Displayed:		3872632*			Metalsmiths			3	Hacedwarves		None
Held/Worn:		158794*			Jewelers			None	Hace Lords		None
					Craftsdwarves			6	Hannerdwarves		None
Imported Wealth:		1897922*			Nobles/Admins			15	Hammer Lords		None
Exported Wealth:		522333*			Peasants			9	Speardwarves		None
					Children			27	Spearmasters		None
					Fishery Workers			None	Marksdwarves		None
Food Stores:		18944			Farmers			22	Elite Mrksdurvs		None
Meat		None	Seeds	1031	Engineers			2	Wrestlers		None
Fish		None	Drink	7579	Trained Animals		A	None	Elite Wrestlers		None
Plant		534	Other	9800	Other Animals		A	28	Recruits		None

Urist turns 125 years old this spring, having lived at Blockedlance for the last 75 years. Three quarters of a century had passed by - the majority of her life - here in this fortress. When she had come it was nothing but a bloody burning hole in the ground. Now, it was the capital of the dwarven world.

It was the height of dwarven civilization, with crafts of all types. There wasnt anything the dwarves of Blockedlance couldnt craft. Why....they even made soap (No dwarf would use it however).



Urist gave thought to the possibility of a soap tower....but how many more decades could she last? In 25 years she would be getting quite old in age and would probably meet a natural end not long after. It was time that she left a lasting mark on the world, something more than pyramids, temples, and buildings of soap. She wanted to leave something of the great Urist to pass onto the next generation.

In this year of 279, Urist Salvedangers the Foggy Barbs gave birth to an heir to her adamantine throne...

Urist Sibrekkezat Amugrobek. Empress has given birth to a boy.

Crown Prince 'Lucifer' Emalushat

All hail Crown Prince Lucifer!!! May he bring light unto the dwarves!!!

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **TheSummoner** on **November 19, 2010, 12:08:27 am**

Rectus dominus cheesypoofs! (<http://www.youtube.com/watch?v=72wcTg1qytc>)

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **MrGimp** on **November 19, 2010, 12:11:34 am**

Quote from: JacenHanLovesLegos on November 13, 2010, 01:37:47 pm
About the seige, have you tried turning off invasions in the RAWs?

Didnt work, but it was a good idea.

Quote from: Argonnek on November 13, 2010, 07:11:08 pm
IIRC, you have used DC many times, so why not go through the list of dead and make sure all of the dead tags are in order. That should solve your endless siege bug problem.

All the dead tags??? Theres over 4 HUNDRED dead in this fortress. And thats just counting DWARVES. To go through the 1000 or 2000 goblin and elf corpses would be a gigantic pain in a place where pain is most unpleasant.

I think it was caused by one of my last rounds of modding (which was decades ago in game years). I might try to redownload DF and see if fresh raws get it working properly.

Even if all else fails however, I have a plan to give the fortress a proper end. Ragnarok is unavoidable. Endless siege bugs will not save these dwarves.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Innominate** on **November 19, 2010, 12:40:48 am**

I saw the title for this thread and my heart was filled with the warm glow of an imminent apocalypse.

Title: **Re: Blockedlance - Even a Urist Feels Love**
Post by: **darkflagrance** on **November 19, 2010, 02:56:56 am**

Quote from: MrGimp on November 19, 2010, 12:11:34 am
Quote from: JacenHanLovesLegos on November 13, 2010, 01:37:47 pm
About the seige, have you tried turning off invasions in the RAWs?
Didnt work, but it was a good idea.

Quote from: Argonnek on November 13, 2010, 07:11:08 pm

IIRC, you have used DC many times, so why not go through the list of dead and make sure all of the dead tags are in order. That should solve your endless siege bug problem.

All the dead tags??? Theres over 4 HUNDRED dead in this fortress. And thats just counting DWARVES. To go through the 1000 or 2000 goblin and elf corpses would be a gigantic pain in a place where pain is most unpleasant.

I think it was caused by one of my last rounds of modding (which was decades ago in game years). I might try to redownload DF and see if fresh raws get it working properly.

Even if all else fails however, I have a plan to give the fortress a proper end. Ragnarok is unavoidable. Endless siege bugs will not save these dwarves.

I'm not sure, but Dwarf Companion might sort the list of enemy units by the order in which they arrived at the fort. The game might also record units differently if you altered the name of goblins between sieges. If this is so, you only have to begin searching at chronologically for members of the last siege; the bug must have been with one of them, after all.

Using this method, I have personally broken the endless siege bug multiple times on a fort of 50 years (using Relentless Assault and further additional enemy civs I added myself, so the enemy numbers were comparable to those in Blockedlance). It's not as impossible as it sounds.

Title: **Re: Blockedlance - An Heir is Born!**

Post by: **uggi** on **November 19, 2010, 07:34:37 am**

Just a thought... I was using Stonesense to check out the underground features in one of my fortresses, and then found a HORSE deep below the surface, in a map border tile. Maybe it belonged to a caravan and somehow got teleported below the surface, I don't know. It didn't show up in the unit list. Maybe you have a goblin stuck underground somewhere.

Title: **Re: Blockedlance - Even a Urist Feels Love**

Post by: **MrGimp** on **November 19, 2010, 08:15:06 pm**

Quote from: darkflagrance on November 19, 2010, 02:56:56 am

I'm not sure, but Dwarf Companion might sort the list of enemy units by the order in which they arrived at the fort. The game might also record units differently if you altered the name of goblins between sieges. If this is so, you only have to begin searching at chronologically for members of the last siege; the bug must have been with one of them, after all.

Using this method, I have personally broken the endless siege bug multiple times on a fort of 50 years (using Relentless Assault and further additional enemy civs I added myself, so the enemy numbers were comparable to those in Blockedlance). It's not as impossible as it sounds.

I looked and found some goblins. When I clicked zoom in DC the DF screen centered on my empty courtyard. I think these are my caged goblins however. I dont know why DF doesnt center on them correctly...but I dont think I see the bugged goblins. Do you know what Im looking for? How can I distinguish between a caged goblin and a bugged goblin without being able to center on them correctly?

Thanks for the help!

Title: **Re: Blockedlance - An Heir is Born!**

Post by: **nbonaparte** on **November 19, 2010, 08:17:56 pm**

atomsmash the caged goblins, check for bugged ones, and revert.

Title: **Re: Blockedlance - Even a Urist Feels Love**

Post by: **darkflagrance** on **November 20, 2010, 01:05:09 am**

Quote from: MrGimp on November 19, 2010, 08:15:06 pm

Quote from: darkflagrance on November 19, 2010, 02:56:56 am

I'm not sure, but Dwarf Companion might sort the list of enemy units by the order in which they arrived at the fort. The game might also record units differently if you altered the name of goblins between sieges. If this is so, you only have to begin searching at chronologically for members of the last siege; the bug must have been with one of them, after all.

Using this method, I have personally broken the endless siege bug multiple times on a fort of 50 years (using Relentless Assault and further additional enemy civs I added myself, so the enemy numbers were comparable to those in Blockedlance). It's not as impossible as it sounds.

I looked and found some goblins. When I clicked zoom in DC the DF screen centered on my empty courtyard. I think these are my caged goblins however. I dont know why DF doesnt center on them correctly...but I dont think I see the bugged goblins. Do you know what Im looking for? How can I distinguish between a caged goblin and a bugged goblin without being able to center on them correctly?

Thanks for the help!

The bugged goblins will most likely be at the edge of the map; at least, that's where I found the bugged gobbos. Dwarf Companion should list two check boxes that have "deceased" next to them. All truly dead creatures will have both ticked off. The bugged ones will have only one ticked off.

The courtyard gobbos might be slain gobbos as well as captured ones.

Title: **Re: Blockedlance - An Heir is Born!**

Post by: **Kaberton** on **November 27, 2010, 11:41:03 pm**

While your working on that, has my guy been up to anything at all?

Title: **Re: Blockedlance - An Heir is Born!**

Post by: **stolensteel** on **November 29, 2010, 10:17:01 pm**

I'm not actually caught up yet (still on page 78), but would it be possible to get a list of dwarfs that are available?

~EDIT~
And, I'm caught up! My, what an event this has been.

Title: **Re: Blockedlance - An Heir is Born!**

Post by: **JacenHanLovesLegos** on **December 07, 2010, 08:21:45 am**

Bump. Also, is there a way to get a larger screen size in 40d so I can see more map?

Title: **Re: Blockedlance - An Heir is Born!**

Post by: **MrGimp** on **December 10, 2010, 01:46:00 pm**

Quote from: Kaberton on November 27, 2010, 11:41:03 pm

While your working on that, has my guy been up to anything at all?

You are a champion level marksdwarf. You spend your days guarding the rooftop of the old barracks, morning noon and night, readying

yourself for a siege that never comes.

Quote from: stolensteel on November 29, 2010, 10:17:01 pm

I'm not actually caught up yet (still on page 78), but would it be possible to get a list of dwarfs that are available?

There are many grand-children of the Grand-Duchess still available, as well as kids of the Dungeon Master and Court Musician. But you can also get in line for one of Urist's kids. They're popping out once a year or so.

Quote from: JacenHanLovesLegos on December 07, 2010, 08:21:45 am

Bump. Also, is there a way to get a larger screen size in 40d so I can see more map?

Its in the init file. df -> data -> init -> init.txt. The values you are looking for is grid and full grid. You have to do some math by diving your screen resolution dimensions by 8 and 12.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 10, 2010, 02:30:59 pm**

When last we visited the cavernous mountain-hall and pyramid-fortress of Blockedlance, Empress Urist had just given birth to her first son, and first legitimate heir. He would continue her dynastic rule in the ancient patriarchal traditions of the Ageless Matched Lashes. The death and mutilation of King Olon back in 176 had been the last time a male had ruled the land...and now, more than a century later, the fallen Kingdom rose again.

Urist wondered how her daughter Uggi would react when she grew to be old enough to realize that her crown had been lost due to her vagina, even though the last two monarchs had HAD vaginas. It was not Urist's intention to have the Empire ruled by amazons forever. Urist had always imagined that a womans role was to lounge around in comfort and luxury. Let the men handle the hard work and the devilish details. Give them the crown, let them fight and die over it. In her wildest most reckless hopes, Urist dreamed that Uggi would grow up and seduce one of the male Khamerites (descendants of Khamero) into supporting her for the rest of her life, thus cementing the two noble lines together and hopefully easing the growing tension. Of course, that could always cause more tension as the sons of Uggi might try to take the crown from Lucifer's descendants.

Urist fretted over what the best course of action was. All she really knew was that the Khamerites were a liability now. As the largest faction of dwarves they controlled the mayors office, and through Khamero's marriage to Jewelettarette, they held great influence over the Grand Duchess and the Duke. Duke Travolta was was also a scorned lover of Urist, cast aside for refusing to release his spores into the Empress when commanded. Unrest was almost guaranteed within this fortress. Urist aligned herself with her other old lover Kurk Quorcane and his wife the Dungeon Master Petbeard. The Kurkish bloodline was nowhere near as large as the Khamerite clan, but it would bolster Urist's numbers until she could breed enough children to secure her position.

These next few years would be the most dangerous for her...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **nil** on **December 10, 2010, 02:31:55 pm**

Is my noble-namesake an adult yet?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 10, 2010, 02:43:24 pm**

Quote from: nil on December 10, 2010, 02:31:55 pm

Is my noble-namesake an adult yet?

Nil Thundershield is our skilled Bone Carver. With the siege bug, there are few bones. However, while filling up a tree farm with water, the river lowered enough to queue up some hauling jobs. From the depths of the river our fine dwarves have pulled dozens of old snakeman and frogman skeletons. Most of your carving skill has come from that.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 10, 2010, 03:14:38 pm**

Urist got pregnant soon after the birth of Lucifer, and suffered again the misery of a bloated pregnant body. The hormones swirled inside of her....to the point where she lost control....

One night....the madness just seemed to creep over her...

She knew the other dwarves could not live...

They were criminals...

Urist Sibrekkezat Amugrobek. Empress Beat Criminal

Asmel Atîsnamâsh. Noble has been struck down
Dastot Shedoddom. Noble has been struck down
Nish Esmulalâth. Noble has been struck down.
The Hammerer 'Cain' Rovodoth has organized a
party at Dolomite Table.
Meng Zonalmôsh. Noble has been struck down.
Sodel Arbansibrek. Noble has bled to death.
Reg Nulralalâth. Noble cancels Place Item in
Tomb: Resting injury.
Reg Nulralalâth. Noble has been struck down.
Urist Sibrekkezat Amugrobek. Empress cancels
Beat Criminal: Getting something to drink.

She beat them here, she beat them there
Urist beat them everywhere
She did not weep or stop to think
She only stopped to have a drink

Stākud Lertethurist. Noble has bled to death.
'Denisol' Rîtholgoden. Noble is throwing a tantrum!
'Denisol' Rîtholgoden. Noble cancels Extract Metal Strands: Throwing tantrum.
'dehfawck' Kodkûbuk. Noble is throwing a tantrum!
'dehfawck' Kodkûbuk. Noble cancels Store Item in Bag: Throwing tantrum.
'dehfawck' Kodkûbuk. Noble cancels Clean: Throwing tantrum.
Urdim Nîlesoddom. Noble has bled to death.
Nomal Asmekod. Noble has been struck down.
'Xanthius 2.0' Delerlikot. Noble is throwing a tantrum!
Mosus Nanirshorast. Noble is throwing a tantrum!
Mosus Nanirshorast. Noble cancels Store Item in Barrel: Throwing tantrum.
'Denisol' Rîtholgoden. Noble cancels Clean: Throwing tantrum.
Enul Dumatuthar. Noble has been struck down.
Stray Horse (Tame) has become enraged!
Lar Atîsokil. Noble has bled to death.
Lar Mözirlokum. Noble has been struck down.
'Pink' Oltareral. Noble is throwing a tantrum!

They tantrumed, screamed, cried and moaned
When Urist's fists broke through their bone
Their pain so great, that in the fray
A stray tamed horse became enraged

'Denisol' Rîtholgoden. Noble has gone stark raving mad!

Denisol, mad he went
For his life was soon to end
Others soon they joined him there
The madness it spread everywhere

'Airag' Anamsazir. Noble	Starting Fist Fight
Mosus Nanirshorast. Noble	Starting Fist Fight

"I'll fight you!" I heard someone shout
Fisticuffs had broken out
Brothers, cousins, turned to strike
And Armok here he smiled wide

'TALLPANZER' Atöloslan. Noble
" 'TALLPANZER' Foundwinds"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Unconscious

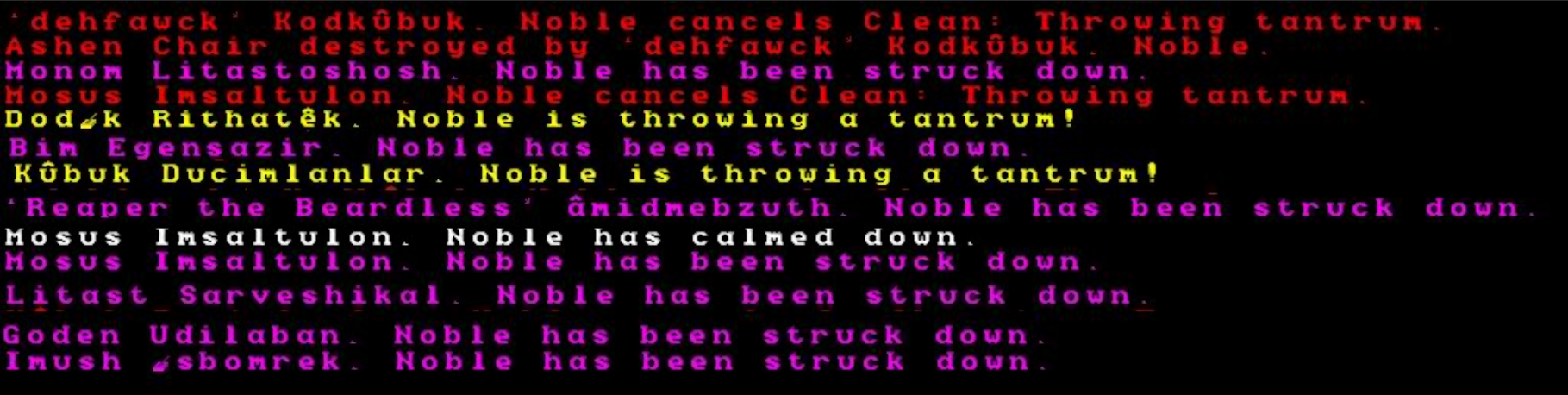
g: Gen i: Inv p: Pref w: Wnd
Space: Done v: Next

Miserable

Tallpanzer just got beaten down
They beat you up in this here town
Bruised and bloodied he shambled off
But soon his mind, completely lost



Deduk, Leesin, Nil got sad
Boo fuckin hoo, go grow some nads
Eventually, calm overcame
Accepting like dwarves, their dwarvish fate



The few survivors tried to clean
The gore that once their friends had been
These memories wont wash away
Dragged like bodies to their grave

Moose **Dodꞑktangak** **Noble** **Recover Wounded**

And then....

[Spoiler](#) (click to show/hide)

Urist woke up up in a cold sweat. She looked at her hands and arms. No blood. She was in her bed in her palace. She leapt from it at once and began wandering the halls. She stopped in at the meeting halls and saw Tallpanzer, and dehfauck, and Afrosquirrel....she saw them all still alive and happily drinking down entire barrels of sunshine by themselves. This had all been a dream.

She shook herself and tried to regain her orientation. Everything was fine. She decided to join the party.

Suddenly her water broke right in the middle of the crowd...

The Empress Urist Sibrekkezat Amugrobek has organized a party at Golden Statue.
'Nish Esmulaläth. Noble cancels Store Item in Stockpile: Getting food.
'Mogror Harbett. Dolushtun. Engineer of Death cancels Go Shopping: Getting food.
'Eagle. Ikuddegöl. Hermit cancels Plant Seeds: Needs Plump helmet spawn.
'Chare. Delerlikot. Noble cancels Store Owned Item: Item inaccessible.
'Winston Smith. Mistëmstagshil. Stonecutter cancels Store Owned Item: Item inaccessible.
'Eagle. Ikuddegöl. Hermit cancels Store Owned Item: Item inaccessible.
Asmel Atisnamäsh. Noble cancels Store Item in Barrel: Getting something to drink.
'Winston Smith. Mistëmstagshil. Stonecutter cancels Store Owned Item: Item inaccessible.
'Eagle. Ikuddegöl. Hermit cancels Plant Seeds: Needs Plump helmet spawn.
Urist Sibrekkezat Amugrobek. Empress has given birth to a girl.
Urist Sibrekkezat Amugrobek. Empress cancels Attend Party: Seeking Infant.

And thus JHLL was born...

S: 142 Relationships of the Princess 'JHLL' Aläthurmim									
Urist Sibrekkezat Amugrobek. Empress					Mother				
'Kulaka' Bomrekdakas. Priest-King					Father				
'Lucifer' Emalushat. Crown Prince					Older Brother				
'Uggi' Likotnanir. Princess					Older Sister				
Ber Delerber Atír Shin					Deity				

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Di** on **December 10, 2010, 03:22:44 pm**

:o Wow...
I've been watching this for a long time and your story keeps amazing me, good work.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **stolensteel** on **December 10, 2010, 10:12:05 pm**

Okay, I'd like to join in line on the succession chain to be birthed then. Male or female, I'll take the name Steel.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 11, 2010, 12:11:35 pm**

Spring 280

FPS: 140olis Rifotkûbuk. "Blockedlance"										5th Granite. 280. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth:										18184205*		Population:		105					
Weapons:		720556*								Champions		12							
Armor and Garb:		632578*				Miners				2		Axedwarves		 None					
Furniture:		3736025*				Woodworkers				1		Axe Lords		 None					
Other Objects:		4403232*				Stoneworkers				2		Swordsdwarves		 None					
Architecture:		4654490*				Rangers				None		Swordmasters		 None					
Displayed:		3873735*				Metalsmiths				3		Hacedwarves		 None					
Held/Worn:		163589*				Jewelers				None		Hace Lords		 None					
						Craftedwarves				6		Hammerdwarves		 None					
Imported Wealth:		1873211*				Nobles/Admins				15		Hammer Lords		 None					
						Peasants				9		Speardwarves		 None					
Exported Wealth:		522333*				Children				29		Spearmasters		 None					
						Fishery Workers				None		Marksdwarves		 None					
Food Stores:		20659				Farmers				24		Elite Hrksdurvs		 None					
Heat		None		Seeds		1027				2		Wrestlers		 None					
Fish		None		Drink		10517				None		Elite Wrestlers		 None					
Plant		565		Other		8550		Other Animals		A		Recruits		 None					

King Fikod sat on a tower cap chair, locked deep within the fortress. In front of him, on a diorite table, sat four lit candles. Mogror Harbett paced up and down, staring at the fallen King. He had been torturing the poor monarch for about a decade now. Still, Mogror had not had enough.

"How many candles are there?" he asked, his voice stern and cold.

"Please....I cant take it anymore!" cried Fikod.

"Then just tell me what I need to know. How many candles are there?" Mogror asked again, losing patience.

"I see four candles, sir..." answered Fikod. He knew what was coming next. Mogror came around the table and punched Fikod in his face as hard as he could. His two and a half century old skull could barely keep from collapsing in on itself.

"There are FIVE candles! Now...tell me....how many candles do you see?"

"No!"

Mogror hit him again. "How many do you see?"

"Five!!! I see five!"

There was a pause. Mogror smiled cruelly. "You see five candles?" he asked.

Fikod looked again at the table. There were four candles, as there had always been. But if Mogror wanted to hear five, Fikod was not going to resist him anymore. "Yes," he spoke at last. His voice was shaky and weak from the beatings. "Yes....it is as you say. I see five candles."

Another brief pause. Then suddenly, Mogror leapt at Fikod again, beating him even more viciously this time. "Are you BLIND dwarf? Theres FOUR!!!"

Mogror continued to beat the helpless old dwarf day in and day out. He never grew tired of it. Especially now that Fikod was completely broken. Fikod, for his part, continued to beg the Gods to let him die. He had already lived far longer than any dwarf since Old Beard and Mogror. His family was dead, his crown had been taken, his kingdom was occupied.....it seemed there was nothing left but to die. Why wasnt he being allowed to die?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 11, 2010, 12:15:20 pm**

So not much else happened that was very interersting in 280. By odd stroke of luck, however, Urist gave birth to two children in one year. Hail Prince Draken and Prince Filiusenox!



Note - It seems that Urist's children are less fanatical in their worship of Armok than the Khamerites and Kurkites. I guess being born into power they sorta feel the equal of the Gods, and dont spend as much time on them.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 11, 2010, 12:15:37 pm**

Quote from: stolensteel on December 10, 2010, 10:12:05 pm
Okay, I'd like to join in line on the succession chain to be birthed then. Male or female, I'll take the name Steel.

Ok youre in.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **filiusenox** on **December 11, 2010, 05:09:10 pm**

Can I be the one who enforces his brother Lucifer's will without thought? (So I don't die?)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Yoink** on **December 12, 2010, 02:48:27 am**

Oh, wow! This story is great, I just checked back for the first time in a while... Can I hop in line for the next dwarf to be born anywhere in the fortress? Name 'em Yoigan, if that's okay. :)
Keep up the story!

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **TALLPANZER** on **December 12, 2010, 01:26:55 pm**

Yay for not being beaten to madness!
Am I old enough to place work orders yet?
or Am I a "working class" nob?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Ninja Pichu** on **December 13, 2010, 02:57:09 am**

Woo! As far as I currently know, I live! Live to hoard everything I can in my room!

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **vrga** on **December 13, 2010, 11:54:48 am**

mr gimp, could we get screenshots of urist's thoughts and preferences and kill screens?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 14, 2010, 01:16:58 am**

Quote from: filiusenox on December 11, 2010, 05:09:10 pm
Can I be the one who enforces his brother Lucifer's will without thought? (So I don't die?)

Ha! You think THAT will save you? In this world, we play by Armok's rules. EVERYONE dies.

Quote from: Yoink on December 12, 2010, 02:48:27 am
Oh, wow! This story is great, I just checked back for the first time in a while... Can I hop in line for the next dwarf to be born anywhere in the fortress? Name 'em Yoigan, if that's okay. :)
Keep up the story!

Okay youre in after Steel.

Quote from: TALLPANZER on December 12, 2010, 01:26:55 pm
Yay for not being beaten to madness!
Am I old enough to place work orders yet?
or Am I a "working class" nob?

You are a good hard working yoeman of the land (a sucker). You make lye. Then you turn it into potash. Then you go make lye again.

Quote from: Ninia Pichu on December 13, 2010, 02:57:09 am

Woo! As far as I currently know, I live! Live to hoard everything I can in my room!

Whats your characters name again? Chare? Yeah shes still hoarding. And Ive been putting golden statues all throughout you and your siblings' rooms. Gotta have some bling bling, all proper and shit.

Quote from: vrga on December 13, 2010, 11:54:48 am

mr gimp, could we get screenshots of urist's thoughts and preferences and kill screens?

S: 140 Sibrekkezat Amugrobek. "Urist Salvedangers the Foggy Barbs". Empress

Urist Sibrekkezat Amugrobek has been ecstatic lately. She talked with a child lately. She slept in a bedroom like a personal palace recently. She admired own completely sublime Table lately. She dined in a legendary dining room recently. She was glad to have punishment delayed recently. She gave birth to a girl recently. She admired a fine Door lately. She admired own completely sublime tastefully arranged Statue lately. She was comforted by a lovely waterfall lately. She was nauseated by the sun lately. She is married to 'Kulaka' Whipcolor and has 7 children: 'Uggi' Inkrhymed, 'Lucifer' Sensedbasement, 'JHLL' Boltswan, 'Draken' Archhoisted, 'Filiusenox' Bridgedequal, Kivish Conjurewire and Iden Pagestandards. She is a worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. Urist Sibrekkezat Amugrobek likes Galena. Tin. Tigereye. green glass. common skate leather. ivory. squares. low boots and dogs for their loyalty. When possible, she prefers to consume giant cave swallow and Longland beer. She absolutely detests purring maggots. She doesn't handle stress well. She is very active. She likes to try new things. She lacks confidence. She has a sense of duty. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather. She doesn't really care about anything anymore.

Twenty-Seven Notable Kills

Zulban Umbrarim the dwarf. d. 204
Erush Shieldpaints the Trifling Flimsiness the dwarf. d. 204
Sarvesh Inkedsavages the dwarf. d. 204
İton Whippedislands the dwarf. d. 204
Uvash Strappedlancer the Grim Tribe the dwarf. d. 204
Mosus Boltstrot the dwarf. d. 228
Tirist Yorinks the dwarf. d. 228
Reg Treatyclinch the dwarf. d. 228
Deduk Lancedangle the dwarf. d. 228
Catten Inkyrasp the dwarf. d. 228
Minkot Paddleglowing the dwarf. d. 228
İnul Goldenstockades the dwarf. d. 228

Zasit Paddlehelp the dwarf. d. 228
Udil Dunefloors the dwarf. d. 228
Carol Bodiceyelled the dwarf. d. 228
Obok Touchpaddles the dwarf. d. 228
Tulon Standardauthors the dwarf. d. 228
Sodel Craftcrystals the dwarf. d. 229
Ast Diamondpapers the dwarf. d. 229
Zon Yellsfenced the dwarf. d. 230
Iden Spinewheels the dwarf. d. 230
'Bowbeard' Torchclouds the dwarf. d. 230
İrith Lanceruns the dwarf. d. 230
Atir Craftedbrew the dwarf. d. 230
Rovod Lostsabre the dwarf. d. 230
İngish Glovedlabor the dwarf. d. 230
Kosoth Sabrecrewed the dwarf. d. 231

Five Other Kills

One horse in Blockedlance
Three lizardmen in Blockedlance
One snakeman in Blockedlance

All her notable kills are dwarves, but she hasnt killed in a long time. Urist hungers for more dwarf blood.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **vrga** on **December 14, 2010, 05:39:11 am**

hmmm... i would have figured she'd have a higher kill-count than just 32... (on the dorf screen at least, i guess murder by lever doesnt count :p)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 14, 2010, 05:34:36 pm**

Quote from: vrga on December 14, 2010, 05:39:11 am

hmmm... i would have figured she'd have a higher kill-count than just 32... (on the dorf screen at least, i guess murder by lever doesnt count :p)

Yeah, unfortunately the ordering of mass death doesnt really count as murder....which is pretty much how it is in real life too.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 14, 2010, 10:18:27 pm**

Spring 281

Winston Smith wandered aimlessly along the edge of the lava moat. He had been given an order to build a wall. He had built the wall exactly to Big Brother's expectations (any other way was suicide). Upon completion he found himself ledged up and stuck. He cried to be let out. He begged for others to deconstruct the wall. He begged for permission to deconstruct the wall himself. However, he knew not to damage the fortress without permission. He loved the fortress as he loved Big Brother. Surely Big Brother would not forget such a loyal and industrious unit of production as himself....

'Winston Smith' Mistemstagshil. Stonecutter has died from thirst.



Winston's body now lays next to the lava, half cooked by the heat and smelling delightful...much better than the vomitous lard cooked up in the mess hall, in fact. Meat rations were graciously raised for the peasants for a week after his death. Double plus good!

Later on in this very same year....something incredible happened. There are just no words.....

Dishmab Cerollar, Stonecutter has died of old age.

Can you believe it? Holy Armok in Hell. I have NEVER had a dwarf die of old age. Ever. I havent even had animals die of old age until this fortress.

This fortress is just ungodly old.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **TALLPANZER** on **December 14, 2010, 10:28:34 pm**

well, except for us nob bratz, the fort is full of old dwarfs. Soon all of the old guard will die, and all their deeds will turn to dust as they do.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **JacenHanLovesLegos** on **December 14, 2010, 10:47:31 pm**

The fort itself is 81 years old. Blockedlanced from when Urist started to rebuild it to now is 77 years old.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **bayar** on **December 15, 2010, 03:11:51 am**

Do you get tantrum spirals if alot of dwarves die of old age ?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Akigagak** on **December 15, 2010, 05:44:02 am**

Quote from: bayar on December 15, 2010, 03:11:51 am
Do you get tantrum spirals if alot of dwarves die of old age ?

Hell yes.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **darkflagrance** on **December 15, 2010, 07:40:30 am**

Quote from: Akigagak on December 15, 2010, 05:44:02 am
Quote from: bayar on December 15, 2010, 03:11:51 am
Do you get tantrum spirals if alot of dwarves die of old age ?

Hell yes.

So true. This was the biggest obstacle when I experimented with decreasing the lifespan of dwarves to 10 years (and the length of childhood correspondingly to 1). The natural death of each generation threatened to destroy the fort.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 15, 2010, 11:53:49 am**

Chapter #19 - The Day the Music Died

You know you want to hear the song (<http://www.youtube.com/watch?v=uAsV5-Hv-7U>)

You wont believe it...

'Kurk Quorcane' Sákrithrigoth, Court Musician has died of old age.

The legendary grunge harpist plays no more. Kurk Quorcane has keeled over. Urist's former lover and the clan leader of her only allies against Khamero is now dead and beginning to rot into food for the worms and maggots. Urist is stunned by the news. She cannot believe that TWO dwarves would have the NERVE to die without her ordering it! Seriously....NO ONE has died here outside of the glory of battle or Urists plans. (oh and suicide due to lack of shell too)

She had run to his room when she had heard the news. Urist had shoved the widowed Dungeon Master Petbeard aside, and knelt at the corpse.

"Kurk...."

She picked up his hand and held it. It was cold, and already stiffening from rigor mortis. She stood before weakness and tears overtook her. She looked down at the disobedient dead dwarf and shouted.

"I order you to stand Kurk Quorcane!" The other dwarves in the room gave each other odd looks. "I am Urist Salvedangers, Empress of Dwarves, and I ORDER you to live!" There was a moment of silence. She shouted again. "I ORDER IT!!!!!!" Kurk simply refused to get up.

Urist did not understand. She held the power of Death over these dwarves. Why could she not wield the power of Life?

She felt like King Canute trying to hold back the tide, only to find that regal dignity received no respect from the forces of nature.

Kurk was dead, and would never rise again. Such was the curse on the heads of all mortals....

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **TALLPANZER** on **December 15, 2010, 12:12:52 pm**

I hope you have a nice Tomb set aside for him. Lye to ashes, ashes to fertilizer.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Argonnek** on **December 15, 2010, 12:14:36 pm**

It's only a matter of time before the Queen herself suffers the ravages of age...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **filiusenox** on **December 15, 2010, 03:50:41 pm**

I always thought Kurk Quorcane was going to die from a crossbow bolt to the head after eating to much quarcane.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **nil** on **December 15, 2010, 07:46:16 pm**

Quote from: filiusenox on December 15, 2010, 03:50:41 pm

I always thought Kurk Quorcane was going to die from a crossbow bolt to the head after eating to much quarcane.

clearly that crazy dungeon master did it, she only married him for the money and status anyway

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **filiusenox** on **December 15, 2010, 10:17:01 pm**

Isn't that the only reason dwarves marry?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 16, 2010, 01:31:04 am**

Mogror shuffled down the corridors of the palace....passed the gold statues and artifact furniture. He couldnt help but stop to admire the sublime adamantine floor grate....but then he pressed onwards. He slowly and quietly came to the Empress's door. It was already cracked open. He could hear the Empress and Priest-King consoling each other over the stunning loss of the allied clan leader and Court Musician. Mogror tapped his cane on the rock door, and upon Urist's acknowledgment he pushed it open.

"Oh hello Mogror," said the Empress solemnly.

"What a day, eh old fellow?" shrugged King Kulaka.

Mogror nodded, paused for a moment, then furrowed his brow and began speaking. "Yes that is what I am hear to discuss with you, your majesties. I believe there may have been some foul play regarding Kurk Quorcane!"

"What?!" said the royal couple in unison.

"Yes your majesties....I know. It is shocking. But I believe that the Khamerites sold Mr. Quorcane some bad quarcaine! I have recently had a barrel of snakeman venom stolen from my personal stockpiles, and I believe these Khamerite traitors have laced much of the fortress' quarcaine with it!"

"Oh my gods!" cried Kulaka as he wiped off his nose and shoved a rolled up dwarfbuck into his pocket.

"Yes....snorting snakeman venom could cause heart failure. This could easily be mistaken as simply an old dwarf kicking the bucket. However, I believe that both Dishmab and Kurk Quorcane have been sold poisoned drugs!!!"

"Why would someone want to poison DRUGS?!" cried Kulaka, putting his hand over his heart to see if it was still beating properly. "Is nothing sacred to them?"

"This is hideous!" cried Urist. "Mogror....how do you know the drugs are really poisoned?"

Mogror produced a rope reed bag full of the white powder. He set some on top of a nearby dresser. Then he pulled out an eyedropper full of a mysterious liquid. "This is tetrahydrahedraoctagloxypopylmescaline. When it comes into contact with snakeman or cave spider venom, it turns blue. I bought this quarcaine off of Khamero's eldest son Airag. Watch...." Mogror took the dropper and dropped but one drop of the clear liquid onto the white powder. Immediately it turned blue and the blue powder clumped together. "Poison," said Mogror sinisterly.

Kulaka immediately pulled a bag from his robe pocket. "Please....test THIS!!!!" he shouted.

Mogror quickly did so, only to find it clean. Kulaka breathed a sigh of relief and laid down on the Imperial bed to relax. A look of calm settled over his face.

"Its just quarcaine bought from the Khamerites! You can trust me to continue providing your majesties with quality uncut quarcaine!"

"Thank you Mogror....theres just one more thing.....why didnt the coroner notice the cause of death?"

"Well your majesty, this being 40d, we dont have any full time medical staff. When needed, medical staff is hired by the mayor - "

"Jewelettarette."

"Yes your majesty."

"Khamero's wife oversaw the hiring of the dwarf who determined the cause of death?" asked Urist in disbelief.

"Yes your majesty...of Kurk and Dishmab and many other dwarves."

Urist paced slowly back and forth. Had she let the administration of the fortress slip too far out of her hands? Was she too eager to live only in comfort and luxury? Were there not still many challenges to her authority to overcome? Certainly she couldnt let her old lover be murdered right in front of her could she? He was the only other one breeding dwarves to stop these Khamerites from overrunning the

place. Now it was just Urist and Kulaka. Khamero and Jewelettarette had to be stopped before it was too late....

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **TALLPANZER** on **December 16, 2010, 02:30:21 am**

DUN DUN DUN!
gets hit with a plumphelmet for overacting

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **bayar** on **December 16, 2010, 02:31:33 am**

Quote from: MrGimp on December 15, 2010, 11:53:49 am
You know you want to hear the song (<http://www.youtube.com/watch?v=uAsV5-Hv-7U>)

Well, clicked the link, but all I heard was this. (<http://www.youtube.com/watch?v=03qBqP2I4p8>)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **NobodyPro** on **December 16, 2010, 03:55:03 am**

Hey, could you name the bookkeeper after me. (You might have killed them at some point idk, I'm back on page 10.)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Zaerosz** on **December 16, 2010, 06:40:28 am**

Quote from: NobodyPro on December 16, 2010, 03:55:03 am
Hey, could you name the bookkeeper after me. (You might have killed them at some point idk, I'm back on page 10.)
Dwarves have started dying of OLD AGE by now, mate. This fort is 81 years old. There's no way the bookkeeper you're talking about is still around.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **JacenHanLovesLegos** on **December 16, 2010, 08:22:17 am**

I loved the 40d joke.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 16, 2010, 12:53:40 pm**

Quote from: NobodyPro on December 16, 2010, 03:55:03 am
Hey, could you name the bookkeeper after me. (You might have killed them at some point idk, I'm back on page 10.)

Yeah everyone on page ten is pretty much dead...except Urist and Kulaka (who back then was named Thob). And I guess also the Duchess (who was then the Baroness/Countess and is now the Grand Duchess).

Currently, the bookkeeper position is held by Imhotep, the wisest and most mathematically astute of Khamero's brood.

You can be next in line for a Urist spawn if you like?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 16, 2010, 01:47:42 pm**

Duke Travolta entered the room, closing the door after one last shiftless look behind him.

"Ah, he here is now, the idiot that threw away his chance at an Imperial dynasty!" quipped Khamero at the sight of his brother-in-law. Travolta hung his head in shame. He had been the whipping boy ever since Urist had married the High Priest.

"Hey Khamero," mumbled the Duke as he sat down.

"Well, we're all here then," said Khamero. "Let's get right to it. This is our last opportunity. With Kurk down, his clan will be easier to control in the aftermath. We have to move against the Empress now!"

"I agree," said Imhotep. He was usually a cautious and conservative dwarf, but he was also pragmatic. When a situation called for rash action, he would not deny it. "She will kill us off one by one. We will be slowly replaced by her brood if we don't act. We have the best chance of success if we attack now, while our numbers are still greater than theirs."

"Yes! Attack while her brood is still infants!" cried Baron von Freden.

"My mother is in the military....we can count on her to at least bring her squad over to our side, possibly others," reminded Khamero. "The trouble will come from her two axe lords, Jazz and MadMonkey24. They are ultra loyal, and extremely badass."

"We must kill Urist first. No one would fight for a dead monarch. They would not dare strike us if they see that we have already won. They would simply accept the new regime." Airag sipped the whip wine in his mug calmly. "Cut off the head, and the body is limp in your hands."

"Agreed....we have to sneak in and kill that viper before anyone else notices," said Khamero. "Who will it be? Who do we send to kill the Empress?"

"Send some of the younger ones. The peasants," Imhotep suggestd.

"Yes.....it might work.....it will take some time to talk them into it, and plan all the details out. We'll take that bitch down, then burn her corpse at the altar as an offering to Armok! He will admire us for our strength!" Khamero was happy to have finally reached the moment of action. He would plan this attack with utmost care. His entire dynasty rested on this one throw of the dice....

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **vrga** on **December 16, 2010, 06:22:30 pm**

expects many khamerite corpses making the pyramid pretty very soon

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **NobodyPro** on **December 16, 2010, 07:52:18 pm**

Quote from: MrGimp on December 16, 2010, 12:53:40 pm

Quote from: NobodyPro on December 16, 2010, 03:55:03 am

Hey, could you name the bookkeeper after me. (You might have killed them at some point idk, I'm back on page 10.)

Currently, the bookkeeper position is held by Imhotep, the wisest and most mathematically astute of Khamero's brood.

You can be next in line for a Urist spawn if you like?

I actually meant the current one but that sounds great. (Didn't expect many to survive the civil war.)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Innominate** on **December 17, 2010, 09:37:38 am**

The peasants surprise Urist while she has her hands hog-tied behind her back!

...

Urist steps over the bloody stump of what was once an arm to reach for her adamantine mug, so that the rest of the slaughter might at least be somewhat entertaining.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **denisol** on **December 18, 2010, 10:45:43 am**

did i died? ;___; if no then whats up with me? :-[

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 18, 2010, 12:02:21 pm**

Quote from: denisol on December 18, 2010, 10:45:43 am

did i died? ;___; if no then whats up with me? :-[

Nah you're not dead, you're still extracting strands. It was all just a dream of Urist's.

Spoiler (click to show/hide)
I had previously been entertaining the idea of ending the story by activating Urist as captain of the guard, going through a backlog of several decades of punishments, beating everyone to death then living out her days as a hermit with maybe one or two dwarfs so she could be buried.

But then she had kids.....so I didnt want to kill EVERY dwarf in the fortress here, now I want to see them grow up and inherit the crown. But at the same time, I still wanted to see her go through the fortress beating the shit out of everyone. So I did. 😊

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **December 18, 2010, 01:07:12 pm**

And so with rising turmoil we begin the year 282...

PS: 144olis Rifotkŭbuk. "Blockedlance"				22nd Felsite. 282. Late Spring			
Animals		Kitchen		Stone		Stocks	
						Prices	
						Currency	
						Justice	
Created Wealth:		18350444*		Population:		109	
Weapons:		720556*				Champions	
Armor and Garb:		613789*		Miners		Axe Dwarves	
Furniture:		3735817*		Woodworkers		Axe Lords	
Other Objects:		4474400*		Stoneworkers		Swordsdwarves	
Architecture:		4712566*		Rangers		Swordmasters	
Displayed:		3929758*		Metalsmiths		Hacedwarves	
Held/Worn:		163558*		Jewelers		Hace Lords	
				Craftedwarves		Hannerdwarves	
Imported Wealth:		1841667*		Nobles/Admins		Hammer Lords	
Exported Wealth:		522333*		Peasants		Speardwarves	
Food Stores:		19834		Children		Spearmasters	
Heat	None	Seeds	592	Fishery Workers	None	Marksdwarves	None
Fish	None	Drink	10663	Farmers	24	Elite Mrksdurvs	None
Plant	569	Other	8010	Engineers	2	Wrestlers	None
				Trained Animals	A	Elite Wrestlers	None
				Other Animals	A	Recruits	None

As if affected by the tension in the air, one of the Khamerites, Urdim Nilesoddom, has gone all moody and possessed.

We expect to be mourning the loss of Mr Nilesoddom very soon....

Craftedwarf's Workshop

This building has been claimed by Urdim Nîlesoddom. Noble.

Urdim Nîlesoddom sketches pictures of a shell.

...his life is claimed by the lack of shell. It is such a deadly plague among dwarves.

Urdim Nîlesoddom. Noble cancels Strange Hood: Went insane.

Urdim Nîlesoddom. Noble has gone berserk!

The inability to finish his marvelous creation drove him berserk. He chased several dwarves around before catching up with one of his siblings (a child) and beating him quite severely.



He is eventually put down by the marksdwarves before he can do more serious harm. Thus ends the short life of Urdim Nilesoddom. What kind of name was that to give your child Khamero? I mean really? Nile Sodomy? What were you doing to that poor wife of yours when you came up with this name?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Argonnek** on **December 21, 2010, 02:15:53 pm**

I wonder if there might be an "accidental" tantrum spiral that just "happens" to slaughter the dissenters because of this...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Ahra** on **December 22, 2010, 12:51:41 pm**

well he did have a big family that can throw some tantrums right?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Eagle** on **December 23, 2010, 08:24:12 pm**

The bottom layers of the fortress are twisty mazes right? Maybe Eagle could dig down into them, causing rumors of a mad ghost dwarf wandering the depths of the fortress?

Wonder how a fort-dwarf would react upon seeing Eagle...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Ahra** on **December 31, 2010, 12:04:13 pm**

oh, hi eagle i havent seen you in wait a minute 25 **years**

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **nil** on **December 31, 2010, 01:56:25 pm**

Hey, Gimp, after finally succeeding in getting Urist to procreate, do you have any thoughts on the dynamics of dwarven relationships? What do you think was the deciding factor in her finally hooking up?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 07, 2011, 12:13:22 am**

Quote from: Ahra on December 22, 2010, 12:51:41 pm
well he did have a big family that can throw some tantrums right?

Oh yeah, his family would tantrum. In fact it invariably tantrums in all my testing of the fun. It ruins the fort because they make up more than half the population. You know me, I wouldnt mind offing the whole lot of my dwarves....but I also want some dwarves for when Ragnarok comes. It would be a pity if the world ended without there being plenty of corpses and gore.

Im torn on the issue....but Im sure many will die either way, no matter how the dispute between Urist and the Khamerites turns out.

Quote from: Ahra on December 31, 2010, 12:04:13 pm
oh, hi eagle i havent seen you in wait a minute 25 **years**

Really? Has it been that long? I could have sworn Ive at least mentioned him in passing here and there.

Heres a brief update on Eagle - Ive been making his life more interesting by having him become as skilled as he can in as many crafts as he can. It takes longer than I thought though, because there really isnt enough time in a dwarfs day. Plus, there arent a lot of reources readily available to Eagle, he has to make everything from scratch in his tiny little cave. But hes been making progress. Ill try to work in an update for him.

Quote from: Eagle on December 23, 2010, 08:24:12 pm
Wonder how a fort-dwarf would react upon seeing Eagle...

I think theyd say something like, "Who is this naked mud covered savage who can barely remember how to speak dwarvish anymore???!!"

But then theyd realize that they themselves are naked and covered in mud, and are so drunk that they can hardly speak dwarvish either.

Quote from: nil on December 31, 2010, 01:56:25 pm
Hey, Gimp, after finally succeeding in getting Urist to procreate, do you have any thoughts on the dynamics of dwarven relationships? What do you think was the deciding factor in her finally hooking up?

Good question, but Im not really sure. They have a couple personality quirks that were similar, but they also have some differences. Other dwarves have common traits with Urist too. So I dont really know. I think generational differences played a role though. The Duke was born in the fort, but the High Priest migrated in here in the first or second wave, and so was probably much closer to Urist's age.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 07, 2011, 02:40:22 am**

Urist sat squirreled away in her palace as usual. However, whereas she once secluded herself in her palace simply to enjoy pompous luxury and avoid interaction with peasants, she now hid in fear. It was a fear all mortals faced. She feared her own mortality. Kurk Quorcanes death had shaken her. She had remembered the seemingly youthful exuberance when he came to this fortress as a spry dwarf of only 100 someodd years. He was her first love, and now he was dead and buried...dead as all dwarves would one day be. Dead, as Urist herself would one day be. What did it matter if it was at the hands of a Khamerite or old age? One day someone else would sit on her adamantine throne, wearing her Imperial crown and merrily sipping sunshine from her priceless blue mug. One day someone else would farm the dwarven cattle for Armok. One day someone else would be the Chosen One....the center of some other tale that was not hers.

She continued to plot her defense against the Khamerites, but deep down she knew her days were numbered. Sure, Armok had promised to raise her to Godhood for her service....but promises are not as valuable as actions, especially when these are the promises of a God like Armok. She could see in the mirror. She was not blind. The wrinkles on her face ran deep. Her hair was long gray, and now turning white. Armok had not felt compelled to preserve her youth and vigor. It was getting harder and harder to walk her aging body downstairs to party at the adamantine statue. With a barrel or two of booze in her, she could still feel young again....but the next morning her body would remind her she was not.

She had wanted to ask Armok for some kind of assurance of her immortality....but how does one stand face to face with the God of Blood and ask for something of such magnitude? She had already asked him several times lately if she could kill Khamero and his sons, only to be told that the Khamerites fertility was too precious a source of life essence for Armok to give up breeding and feeding upon. If the energy derived from a single lineage of dwarves was too much for Armok to give up, how could he possibly expend the energy required to bring Urist to Godhood? Urist was grateful of the power and luxury Armok's influence provided her, but she was a realist to the bone. She knew Armok could not keep the promise he had made, for she herself would never keep such a promise either.

She had thought deeply, and decided that she should prepare for her death. If Armok would grant her an afterlife, then nothing would need to be done. But if Armok were simply using her, as he used all beings that were not Armok, then surely it would be wise to ready her and her dynasty for the day that will come. At night, while the Khamerites partied the twilight hours away, the Empress headed down into the earth. Deep beneath the surface, at the end of a long and elaborate maze of mining tunnels and secret rooms, Urist began digging her own grave.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Chaoseed** on **January 07, 2011, 08:28:57 am**

That's so melancholy and...creepy and so...so *dwarfy*. :D

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Ze Spy** on **January 09, 2011, 06:15:07 am**

Gimp , you Troll , you gave us a Sadistic Queen Urist , Then you Suddenly Make her look less of "I AM GOING TO FUCKING KILL EVERYONE" and more of "oh my god i am going to die"

Seriously? what the hell Were you thinking when you decided to make Queen Urist Look innocent?(Or is there some other part containing massive Masscare that i missed?)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 09, 2011, 12:36:58 pm**

::)

Characters are not always one dimensional.

Akigagak, Im sorry I let this guy's dude kill your dude. It was all because I had some stupid 'non-interventionist' policy. 'Let DF roll the dice' was my motto. If I could take it back, I would. :-[

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 11, 2011, 05:35:16 am**

Spring 283

FPS: 144olis Rifotkûbuk. "Blockedlance"										6th Granite. 283. Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice							
Created Wealth: 18725004*										Population: 110									
Weapons:		720539*								Champions		12							
Armor and Garb:		606760*		Miners		1				Axe Dwarves		None							
Furniture:		3853239*		Woodworkers		1				Axe Lords		None							
Other Objects:		4561590*		Stoneworkers		2				Sword Dwarves		None							
Architecture:		4802711*		Rangers		None				Swordmasters		None							
Displayed:		4016607*		Metalsmiths		2				Mace Dwarves		None							
Held/Worn:		163558*		Jewelers		None				Mace Lords		None							
				Craftedwarves		6				Hammer Dwarves		None							
Imported Wealth:		1829571*		Nobles/Admins		14				Hammer Lords		None							
				Peasants		16				Speardwarves		None							
Exported Wealth:		522333*		Children		31				Spearmasters		None							
				Fishers Workers		None				Marksdwarves		None							
Food Stores:		21072		Farmers		23				Elite Mrksdurvs		None							
Heat		None		Seeds		683				Wrestlers		None							
Fish		None		Drink		11203				Elite Wrestlers		None							
Plant		328		Other		8858		Other Animals		Recruits		None							

Things continued on in a tense stand off. The Imperial family and their Kurkish allies stood distrustful of their Khamerite foes. However, life had seemed to carry on these past few years even though Urist had been giving birth to several heirs. Perhaps the Khamerites would not make a bid for power afterall?

In the beginning of the year, Urist gave birth to another Prince, and named him 'Steel' in honor of Armok's title 'Ber Steelearthen'.

S: 141 'Steel' Tusungshorast. "'Steel Conjurewire". Prince
'Steel' Tusungshorast has been ecstatic lately. He gained a sibling recently. He was comforted by a lovely waterfall lately. He is the son of Urist Salvedangers the Foggy Barbs and 'Kulaka' Whipcolor. He is a casual worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing.
'Steel' Tusungshorast likes Shale. Billon. Pink jade. the color goldenrod. crossbows and large gems. When possible. he prefers to consume one-humped camel cheese and Dwarven syrup. He absolutely detests rats. He is absolutely unfazed by the opinions of others. He appreciates art and natural beauty. He is put off by authority and tradition. He is slow to trust others. He finds helping others rewarding. He does not feel effective in life. He is organized. He is self-disciplined. He takes time when making decisions. He needs alcohol to get through the working day and has gone without a drink for far. far too long.

Her dwarves would need to be made of steel if they were to fight against such numbers as those that were arrayed against them. Crown Prince Lucifer was coming along nicely as well. He was old enough now for Urist to try and teach him how to torture animals. He took to his lessons very quickly, and practiced every day. Urist wanted to be sure that the future Emperor was strong of heart.

Yes, some dwarves just did not have the heart to wield power, and that was how Urist hoped to win against the other clans. Why....these other dwarves were simply inferior specimens to the seed of Urist. Take Leesin for instance. He couldnt even keep control of himself, and got himself possessed by the forces of darkness that live below Blockedlance.

'Leesin' Cattendodak. Noble has been possessed!

Of course....the forces of darkness did not possess him to make anything worthwhile.

Asroldeth, "Caveanguished", a Birchen cup
This is a Birchen cup. All crafts dwarfship is of the highest quality. It is decorated with Birch and encircled with bands of Bituminous coal. This object is adorned with hanging rings of Tower-cap and menaces with spikes of Horn silver and Bituminous coal. On the item is an image of a dwarf and dwarves in Tower-cap. The dwarf is surrounded by the dwarves. On the item is an image of a giant eagle and a human in horse leather. The human is striking down the giant eagle. On the item is an image of a Raw adamantine table in Bituminous coal.

And then, almost like clockwork, his brother goes all fey on us as well! He was jealous I guess. He didnt want his brother hogging all the arts and crafts spotlight I suppose.

Lor Mözirlokum. Noble is taken by a fey mood!

But....he got it in his head that he just HAD to have shell. And that was his undoing.

Lor Mözirlokum. Noble
"Lor Routedspears"
Crawling around babbling!.

Urist hoped that she could keep her children strong, and keep them humble to the desires of shell. It was a sick dwarven fetish that had claimed far too many lives.

Before the year was out, Urist had given birth again. This time, she named the child Princess Yoigen.

PS: 141 'Yoigen' Hörullorbam. "'Yoigen' Pagestandards". Princess
'Yoigen' Hörullorbam has been quite content lately. She was comforted by a lovely waterfall lately. She is the daughter of Urist Salvedangers the Foggy Barbs and 'Kulaka' Whipcolor. She is a worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing.
'Yoigen' Hörullorbam likes Cassiterite. Aluminum. Onyx. coral. the color tan. spears. boxes and bags. anvils. donkeys for their stubbornness and polar bears for their strength. When possible. she prefers to consume giant cave spider. She absolutely detests toads. She occasionally overindulges. She is impervious to the effects of stress. She is candid and sincere in dealings with others. She is confident. She needs alcohol to get through the working day.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 11, 2011, 05:45:45 am**

The recurring fatal insanity helps bring a sense of normality back to the fortress that lulls the Empress into a false sense of security. Late in the year, while sitting in her palace with her husband and nursing the infant Princess Yoigen, five Khamerite assassins broke through the front door of the Imperial bedchambers!!!

There was bloodlust in their eyes, and Urist could tell from the big flashing red exclamation marks that they were berserk!



To be continued...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Lovechild** on **January 11, 2011, 05:50:23 am**

Those poor, poor Khamerites...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **NobodyPro** on **January 11, 2011, 08:39:37 am**

Hey, could I have a character, either somebody even mildly significant or someone with potential for plot.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Soviet Travolta** on **January 11, 2011, 04:53:09 pm**

Oh my, a cliffhanger!
Still following your fantastic tale, Mr Gimp!
Since September 09 I realise? Gosh...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 11, 2011, 05:14:43 pm**

Quote from: NobodyPro on January 11, 2011, 08:39:37 am
Hey, could I have a character, either somebody even mildly significant or someone with potential for plot.

Yep. Youre next on the list for one of Urist's evil offsprings!

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 11, 2011, 05:22:48 pm**

Quote from: Soviet Travolta on January 11, 2011, 04:53:09 pm
Oh my, a cliffhanger!
Still following your fantastic tale, Mr Gimp!
Since September 09 I realise? Gosh...

Yeah this story has been going on since December 08. Pretty damn old.

Sorry everyone, I have been having trouble keeping regular updates lately. Some major developments have been happening in my life. I dont want to take the spotlight away from the story so Ill wait to fill you guys in. But yeah....Im climbing the career ladder trying to get my purple flashing title. Its pretty good times....but requires 80-90 hour workweeks. =[

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **NobodyPro** on **January 12, 2011, 12:49:15 am**

Quote from: MrGimp on January 11, 2011, 05:22:48 pm
Sorry everyone, I have been having trouble keeping regular updates lately. Some major developments have been happening in my life. I dont want to take the spotlight away from the story so Ill wait to fill you guys in. But yeah....Im climbing the career ladder trying to get my purple flashing title. Its pretty good times....but requires 80-90 hour workweeks. =[

I seem to remember everyone being patient when you misjudged the thickness of your beard so don't worry. Good luck in whatever you're doing.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 12, 2011, 11:17:43 am**

Quote from: NobodyPro on January 12, 2011, 12:49:15 am
Quote from: MrGimp on January 11, 2011, 05:22:48 pm
Sorry everyone, I have been having trouble keeping regular updates lately. Some major developments have been happening in my life. I dont want to take the spotlight away from the story so Ill wait to fill you guys in. But yeah....Im climbing the career ladder trying to get my purple flashing title. Its pretty good times....but requires 80-90 hour workweeks. =[
I seem to remember everyone being patient when you misjudged the thickness of your beard so don't worry. Good luck in whatever you're doing.

Id like to think my beard is plenty thick. :D

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 12, 2011, 12:14:58 pm**

Urist was caught off guard, but she was no coward. She grabbed the only weapon at hand (her baby) and swung at the charging assassins. She clubbed one over the head, knocking him unconscious. Then she swung Princess Yoigen at the fallen dwarf over and over again until the assassins body was a bloody mess. Urist looked over at Kulaka, only to find him running around the room like one of the three stooges. Urist knew this fight was hers and hers alone. Uh....and Yoigen's of course. Urist slammed her infant daughter against the other four assassins, who now surrounded her. They couldnt touch her. Urist dodges punches the way Neo dodges bullets. Her wrestling ability and superdwarven toughness was just too great. In the end, she drove her infant straight through the chests of the four other assassins, ripping their upper bodies open and pulverizing their vital organs.

None survived.

Deduk Gushgashdodak. Khamerite has been struck down.
Asmel Atisnamash. Kurkite cancels Store Item in Barrel: Getting food.
Meng Zonalmosh. Khamerite has been struck down.
Tun Uthareshtan. Khamerite has been struck down.
'Hoose' Dodaktangak. Noble cancels Store Item in Bin: Item inaccessible.
'Reaper the Beardless' Amidnebzuth. Noble cancels Store Item in Bin: Item inaccessible.
Dastot Shedoddon. Khamerite has been struck down.
'Calibur' Tenshedcatten. Khamerite Noble cancels Store Item in Bin: Item inaccessible.
Reg Nulralalath. Khamerite Potash/Lyer cancels Store Item in Bin: Item inaccessible.
'Baron von Freeden' Detesedem. Khamerite Swordsdwarf is throwing a tantrum!
'Siemsvamp' Enolasob. Grand Duchess cancels Store Owned Item: Item inaccessible.
Ezum Dodakazin. Khamerite has been struck down.

Urist received no injuries, Kulaka however was in a pathetic crying state after injuring his hand punching an assassin.


```
'Kulaka' Bomrekdkakas, Priest-King
''Kulaka' Whipcolor"

lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
first finger, left hand

g:Gen i:Inv p:Pref w:Wnd
Space: Done
```

In the end, Urist stood above the bodies of the deceased peasant assassins. She took joy in the slaughter, and chiseled another five notches on her kill wall.

```
Deduk Stokedclasp the dwarf d. 283
Meng Helmsgleamed the dwarf d. 283
Tun Firstsmith the dwarf d. 283
Dastot Ordercloistered the dwarf d. 283
ezum Claspwatch the dwarf d. 283
```

Although the attack failed, it still sent a shockwave through the Imperial family. Urist and Kulaka had to move quickly to respond, but they knew not who they could trust. Only Mogror was reliable now, and he was immediately called to the palace where his first reaction was to joyously loot the corpses of the slain.



Mogror then grabbed a couple Khamerite peasants and forced them at sword point to drag their brethren to their graves. Then Mogror told them to tell their father and mother what they had seen here this day, for this was the fate of all who opposed Urist.

Fear rippled through the Khamerite clan from bottom to top. Tantrums and fist fights broke out immediately as the family realized the predicament they were now in. Baron von Freden knew that any members of the military that were still loyal to Urist would be coming soon to relieve him and his grandmother (Khameros mother, the markdwarf Asmel Zulbandek) of their weapons and armor. Civil war was inevitable.

Tallpanzer was even driven completely insane and turned violently upon his family.

```
'TALLPANZER' Atolosian, Khamerite Potash/Lyer cancels Make Potash From
Lye: Went insane
'TALLPANZER' Atolosian, Khamerite Potash/Lyer has gone berserk!
```

```
'Calibur' Ienshedcatten, Khamerite Noble
''Calibur' Chancedchannel"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Miserable

'Reaper the Beardless' amidmebzuth, Noble
''Reaper the Beardless' Listenedoars"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
```

What would become of the fortress? Only time would tell....

Must find Mogror! I have to throw a party at his grave! GWAH HAHAAHAAAAA! Then I can burn him to make ashes, then those ashes can be made into lye! LYE! LYE! I MAKE LYE! Come on it's a party!

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **JacenHanLovesLegos** on **January 14, 2011, 05:39:33 pm**

I'm glad I'm with Urist.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **EvilFuzzy9** on **January 15, 2011, 11:40:03 pm**

Ho. Ly. Crap. I think this might just be one of the most epic fort-stories in existence -- it's certainly one of the best *I*'ve ever seen. It's like the insanity of Boatmurdered and the epic-ness of Syrupleaf mixed their spores to create a bastard love-child that went on to become one of the longest-running forts in existence.

With that said, I must say that the literary analyst in me cannot help but compare ~~Queen~~ Empress Urist with Macbeth from 'you-know-what' -- both are heroic warriors who go on to usurp the thrones of their respective kingdoms and become terrible tyrants, who grow increasingly paranoid and violent as the fear of death overwhelms them. Except Macbeth's king actually respected him. And Macbeth was not catering to the twisted machinations of an ancient god of blood/thinly-veiled metaphor for the player, but the ambition of his wife. And Macbeth actually felt guilt over the things he did, to the point where he could not sleep and thus became increasingly paranoid.

Though I *can* believe that no dwarf of woman born would ever be able to kill her. And I'm pretty sure that the charred remnants of the forest aren't going to be marching on the stronghold of Blockedlance any time soon, so there's also that.

Any way, I guess I might as well hop on for ride. Give me a dwarf named 'Fuzzybeard' (it doesn't really matter what gender) and make 'em a wood-cutter/bowyer/wood-crafter. S/He will proudly do hir duty to protect dwarf-kind from the terror of the leafy-menace while churning out enough crossbows and bolts to arm a force large enough to kill even Armok (hypothetically speaking, of course. ...though should ~~Queen Empress~~ Urist ever feel like wresting the secrets of godhood and immortality from the cold, lifeless hands of a dead god, then Fuzzybeard would only be perfectly happy to oblige her majesty's request...).

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Argonnek** on **January 16, 2011, 12:33:07 pm**

Quote from: EvilFuzzy9 on January 15, 2011, 11:40:03 pm
And Macbeth actually felt guilt over the things he did, to the point where he could not sleep and thus became increasingly paranoid.

...Guilt? What's that?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Innominate** on **January 16, 2011, 11:26:52 pm**

Quote from: Argonnek on January 16, 2011, 12:33:07 pm
Quote from: EvilFuzzy9 on January 15, 2011, 11:40:03 pm
And Macbeth actually felt guilt over the things he did, to the point where he could not sleep and thus became increasingly paranoid.
...Guilt? What's that?

I think guilt is when your infant child is only used to bludgeon 5 goblins to death before being pierced by an arrow.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Ze Spy** on **January 17, 2011, 04:07:48 am**

Quote from: Innominate on January 16, 2011, 11:26:52 pm
Quote from: Argonnek on January 16, 2011, 12:33:07 pm
Quote from: EvilFuzzy9 on January 15, 2011, 11:40:03 pm
And Macbeth actually felt guilt over the things he did, to the point where he could not sleep and thus became increasingly paranoid.
...Guilt? What's that?
I think guilt is when your infant child is only used to bludgeon 5 goblins to death before being pierced by an arrow.

I am pretty sure Guilt Means "I am Not a Real Man"

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **bayar** on **January 17, 2011, 04:17:53 am**

Quote from: Ze Spy on January 17, 2011, 04:07:48 am
Quote from: Innominate on January 16, 2011, 11:26:52 pm
Quote from: Argonnek on January 16, 2011, 12:33:07 pm
Quote from: EvilFuzzy9 on January 15, 2011, 11:40:03 pm
And Macbeth actually felt guilt over the things he did, to the point where he could not sleep and thus became increasingly paranoid.
...Guilt? What's that?
I think guilt is when your infant child is only used to bludgeon 5 goblins to death before being pierced by an arrow.
I am pretty sure Guilt Means "I am Not a Real Man"

For some reason, I don't think Urist feels any guilt for ritual sacrifice of all those infants and children and dwarves and everything. And I sincerely doubt that MrGimp really cares.

Edit:quote fuck-up

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 20, 2011, 04:39:20 am**

Quote from: JacenHanLovesLegos on January 14, 2011, 05:39:33 pm
I'm glad I'm with Urist.

That may not save you at this point. :D

Quote from: EvilFuzzy9 on January 15, 2011, 11:40:03 pm
Ho. Ly. Crap. I think this might just be one of the most epic fort-stories in existence -- it's certainly one of the best *I*'ve ever seen. It's like the insanity of Boatmurdered and the epic-ness of Syrupleaf mixed their spores to create a bastard love-child that went on to become one of the longest-running forts in existence.
With that said, I must say that the literary analyst in me cannot help but compare ~~Queen~~ Empress Urist with Macbeth from 'you-know-what' -- both are heroic warriors who go

on to usurp the thrones of their respective kingdoms and become terrible tyrants, who grow increasingly paranoid and violent as the fear of death overwhelms them. Except Macbeth's king actually respected him. And Macbeth was not catering to the twisted machinations of an ancient god of blood/thinly-veiled metaphor for the player, but the ambition of his wife. And Macbeth actually felt guilt over the things he did, to the point where he could not sleep and thus became increasingly paranoid.

Damn. Did I just get compared to Shakespeare? lol!

I assure you....this thread is just the insane ramblings of a mad hermit. But its good to see the character arc of Urist comes through.

Quote from: EvilFuzzy9 on January 15, 2011, 11:40:03 pm

Any way, I guess I might as well hop on for ride. Give me a dwarf named 'Fuzzybeard' (it doesn't really matter what gender) and make 'em a wood-cutter/bowyer/wood-crafter. S/He will proudly do hir duty to protect dwarf-kind from the terror of the leafy-menace while churning out enough crossbows and bolts to arm a force large enough to kill even Armok (hypothetically speaking, of course. ...though should ~~Queen~~ Empress Urist ever feel like wresting the secrets of godhood and immortality from the cold, lifeless hands of a dead god, then Fuzzybeard would only be perfectly happy to oblige her majesty's request...).

I can give you next in line for a Urist spawn after Nobody Pro, but they will take a while to grow up. Or I can give you a grown Kurkish or Khamerite peasant-noble. Let me know what you would prefer.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **January 20, 2011, 04:55:04 am**

Brick Wall or Comedy Gold?

Ok, so disaster has struck (repeatedly). And not the good kind...although....maybe it is.

There have been.....issues. I actually ran this fight several times before I settled on the above scenario that I posted in that last story post. What kept happening was that Urist slammed her infant around so badly that she killed her over and over. I was actually cool with that, I thought it was funny. But it kept causing Urist to turn hostile to her children, and so she ended up killing the Crown Prince Lucifer over and over.....and that just isnt proper maternal instincts.

So I figured I would just have to play the fight through until she didnt kill the kid, and go with that. So it worked, she wasnt hostile, so it was fine. I posted it. Well....apparently dwarf companions berserk switch doesnt work entirely well. Urist, Yoigen, and Kulaka are hostile to the Khamerites now. Kulaka has beaten a Khamerite child to death. Urist scares even her Kurkish allies away and is constantly interrupting jobs around the fortress. And it hasnt happened across the board evenly. Many Khamerites are still loyal to Urist, and actually turn hostile on other Khamerites. Its like the fight between Urist and the berserk dwarves has caused a schism throughout the fortress.

So I reverted the save. I went into Dwarf Companion and changed their civilization tag before making them berserk. Didnt help. Nothing seems to work, Urist and Kulaka become hostile to a seemingly random half of the fortress every single time. It includes one or two of their own children most times too.

Should we go ahead and split the fortress and let the shit hit the fan and fly where it may? That may make Ragnarok a less bloody affair if everyone dies now instead of later. It will also slow down progress on the adventure tunnels. What are the audiences wishes? Should I revert the save and not do the peasant fight? Should I keep trying to find a way to get it done without glitching fortress loyalties? Should I just go with it and laugh at the spectacle of senseless death and the possible loss of the entire fortress and royal lineage?

Let me know gods dammit!

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Lovechild** on **January 20, 2011, 05:11:36 am**

Revert the save. Turns out this was another odd dream. A prediction of what is to come, perhaps...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Di** on **January 20, 2011, 07:08:48 am**

Can't you just assign assassins to a hostile civ so everyone would be okay with their deaths?
Maybe it has something to do with the friendship?
That shitstorm you described is hilarious (I really liked Urist becoming paranoid and turning against random allies) but I don't think it correlates well with bipolar confrontation story.
My suggestion is to revert save but keep story as is, if you get make assassins properly killed, just kill them in any other way, or just pretend that they were.

Edit: Yay, lucky number! This thread is really loong :)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Ze Spy** on **January 20, 2011, 07:25:28 am**

Quote from: MrGimp on January 20, 2011, 04:55:04 am

Should I just go with it and laugh at the spectacle of senseless death and the possible loss of the entire fortress and royal lineage?

This

Use at your risk, I am not responsible for the loss of a Great and grant fortress, the death of urist, or the destruction of the Entire royal lineage

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **NobodyPro** on **January 20, 2011, 08:08:49 am**

I've just realised that Deviled's character, Konczewski, in my community fortress, RED, bears a passing resemblance to Urist. Congratulations! You've become a subconscious inspiration.

You should revert with some story magic.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **The Architect** on **January 20, 2011, 01:48:05 pm**

Imhotep has been quiet in these councils a long time.

Now he speaks:
Let the blood spurt where it may! Such is the way of dwarves and of Armok himself.

And then judge by the aftermath whether Armok might reset time again to match the desires of his absolute will.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Javarock** on **January 23, 2011, 05:25:48 pm**

Holy crap... Just read through 149 pages :O

All of it was pure gold.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Soviet Travolta** on **January 27, 2011, 04:00:20 am**

Quote from: Javarock on January 23, 2011, 05:25:48 pm

Holy crap... Just read through 149 pages :O

All of it was pure gold. - ***Covered in blood.*** -

Now that's accurate!

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Kipi** on **January 27, 2011, 04:26:06 am**

Is my dwarf, Kipi, still alive?

Haven't seen any mention of him for a long time... ;)

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **CuteEmoBoyx** on **January 28, 2011, 05:34:50 pm**

Hey Gimp may i ask how Reaper is doing?

Also im still loving the story very much.

Keep up the great work

Always loyal to the Crown Reaper is

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Javarock** on **January 30, 2011, 02:17:03 am**

Also, If its not to much may I request a male dwarf (Any Side, Perfirbbly None) whos name is Giovanni, His life ambition is to create a tall tower one that touchs the stars themselves, So he may study them up close...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **EvilFuzzy9** on **January 30, 2011, 05:07:09 pm**

A baby is fine. The probably-not-even-conceived-yet Fuzzybeard shall be a loyal member of the royal family, destined to either a life of thankless labor in the shadow of hir siblings, or a glorious life as key player in the next generation of Blockedlance. Or die horribly and ignobly in Ragnarok.

Also, if there is no way to make Urist a part of her civ again, then I shall vote that you save scum. I must admit that, as a relative newcomer to DF, my knowledge concerning 40d is anecdotal in nature and largely incomplete, so I am unsure as to whether or not Urist would even eat or drink after being de-berserk'd if she's being considered an enemy of her civ. If that is the case, then savescumming may be the only answer, unless you don't mind ~~Queen~~ Empress Urist dying of starvation. But, as I said, 40d is not within my realm of experience, so the situation *may* be salvageable as is. :-\

So yeah, my vote is essentially "maybe savescum if you want to or it is necessary".

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Berndarmin** on **February 10, 2011, 02:33:22 pm**

I just got done reading of this and i must its EPIC when I started I dint expect it to last a year much less 2 real life years and can you name some blacksmith after me if you don't mind

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **JacenHanLovesLegos** on **February 14, 2011, 09:33:09 am**

I just read this beggining to end (never finished it last time) and it is epic! I say that you should let the civil war break out.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Nahere** on **February 15, 2011, 02:26:07 am**

Just finished reading the whole thread and it inspired me to sign up to the forums. If possible I'd like a Khamerite who's utterly loyal to Empress Urist and wants to betray the rest of his/her family to her. He should probably have some sort of engineering or crafting job, and be anti-social. Call him Nahere please.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Zaranthan** on **February 15, 2011, 12:56:28 pm**

If you can't make the failed assassination work, I'd revert and just move up Ragnarok a bit. Planned storyline ending > reality-twisting glitch ending.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **February 19, 2011, 12:32:40 am**

So I have tested a million different things. First I was like, alright, its cuz shes beating her baby. So I teleported poor little Yoigen out of there before the fight began. Afterwards, Urist still got into fights with her kids. So then I made Yoigen berserk, and had Urist kill Yoigen without killing anyone else. No problems. But once she killed anyone after that, it was civil war. It turns out that no one cared if she killed her daughter. Its these damn Khamerites that Urist's OWN CHILDREN are fighting to the death to avenge. Crazy ass family.

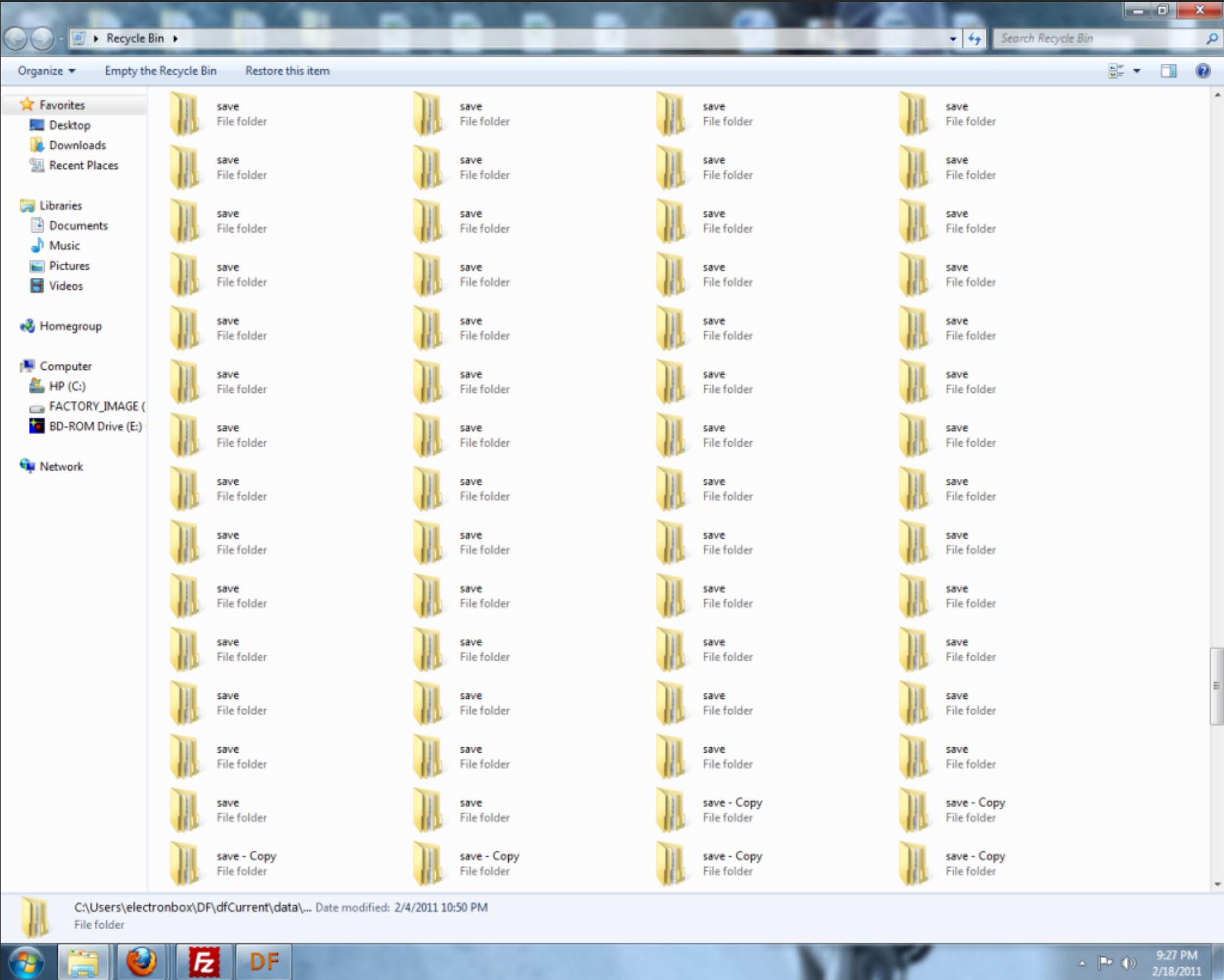
So then I was like, aha! I had drafted the berserk dwarves in order to move them before they were berserk. So I thought, well maybe I need to un-draft them. I thought that was real clever. I un-drafted them, then made them berserk, then had the fight....then....still civil

war.

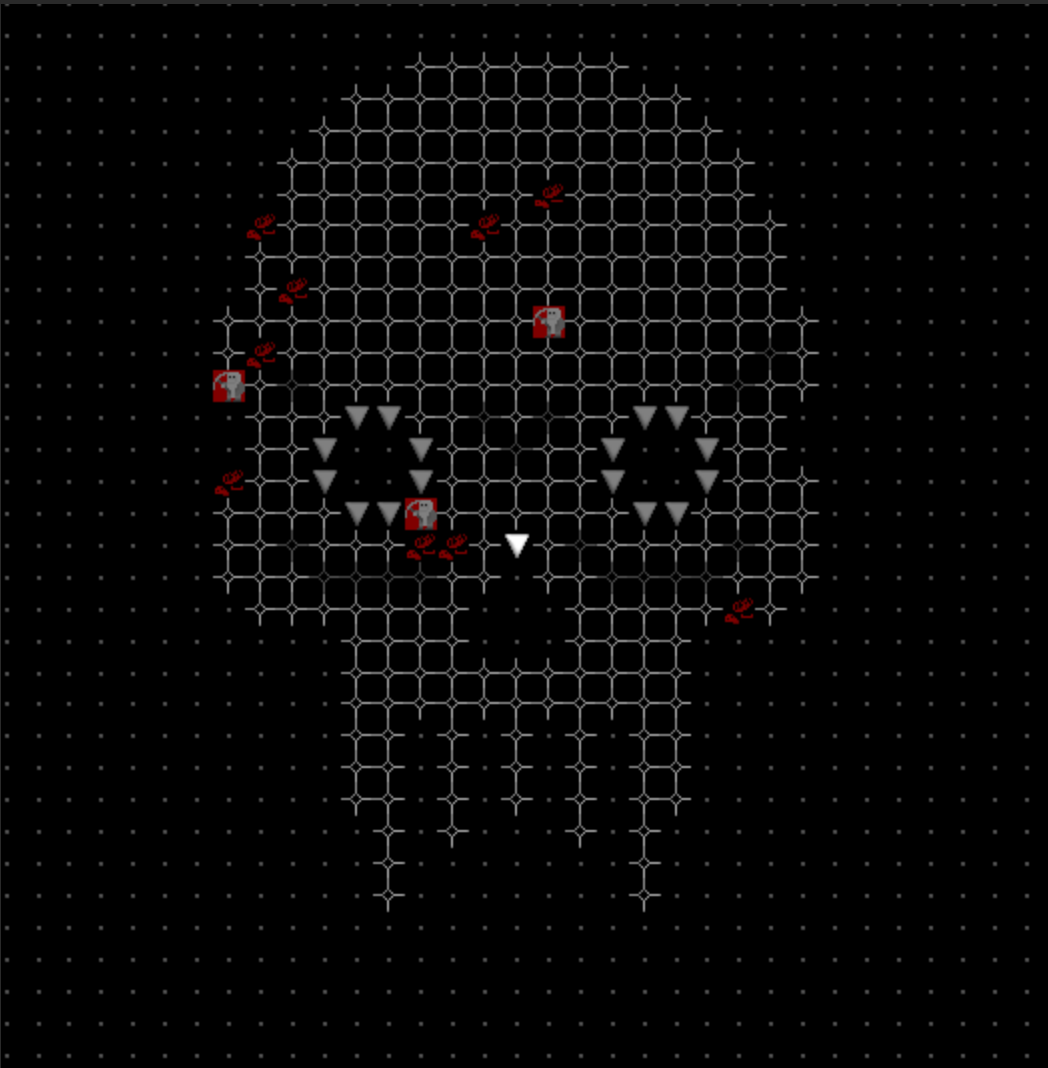
I tried everything. I even tried making Urist berserk and then un-berserking her after the carnage. Still nothing. I dont know what it is about the Khamerites, Ive never had this problem before. These Khamerites were born in the fortress though. So maybe they have some unique tag that is switched on and it is causing problems deep within the recesses of the game code or the Dwarf Companion code?

At one point I gave up. I said, fuck it, we're dwarves! We're seeing this through to the bitter end. I stationed Urist deep in her palace, and then banished the Khamerites and Kurkites to the surface. I had to also keep Urist away from her other family though....then I had to feed her. Then I wanted to get working on the adventure tunnels, but all the workers are on the surface, all the construction items they need were in the palace, and it was just a gigantic headache and a lot of 'Item inaccessible' spam.

You have no idea how many saves I have had to scum in the past couple months.



So finally I just reverted and threw the fuckers from the top of the pyramid.



Oddly enough that did not cause a civil war.

It's probably a little late but what would happen if you made them of a different nation, but didn't make them berserk?
Oh, and is my dwarf accepted?

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **February 19, 2011, 08:18:01 am**

Quote from: Nahere on February 19, 2011, 01:41:14 am

It's probably a little late but what would happen if you made them of a different nation, but didn't make them berserk?
Oh, and is my dwarf accepted?

Tried that. Other dwarves still flip out. I think it has something to do with friendships. Or maybe not.

Ive seen this glitch before on an adventure mode playthrough on youtube. The guy accidentally killed one of his followers, and LONG after that he wanders into the guys hometown. He is immediately attacked by farmers, and several of his own squadmates turned on him.

But Ive killed other people who were born in Blockedlance though, and that didnt cause civil war. I dont know. Ive literally tried everything, and nothing worked. I just want to get the story back on track at this point.

And yeah, of course your guy is in. Im going to try to post some updates soon.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **February 19, 2011, 03:46:41 pm**

Quote from: Kipi on January 27, 2011, 04:26:06 am

Is my dwarf, Kipi, still alive?

Haven't seen any mention of him for a long time... ;)

Kipi Frillytower is alive and well!



She is our legendary brewer turned champion marksdwarf. She spends her days manning (womanning?) the battlements overlooking the courtyard.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **February 19, 2011, 04:00:19 pm**

Quote from: CuteEmoBoyx on January 28, 2011, 05:34:50 pm

Hey Gimp may i ask how Reaper is doing?

Also im still loving the story very much.

Keep up the great work

Always loyal to the Crown Reaper is

Reaper is doing great.



Shes a little nervous with the whole 'being related to Khamero' thing. Technically though, shes not a Khamerite, so we will see how her loyalties play out.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **February 19, 2011, 04:05:25 pm**

Okay so heres the list of dwarves that are to be added and what they want.

- NobodyPro (loyal royal)
- Fuzzybeard (loyal royal)
- Giovanni (Wants a tower)

Let me know if I have missed anyone.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **powpow** on **February 25, 2011, 03:48:07 am**

(wipes sweat off forehead) ive been reading this ever since i've woken and gone to bed for the past 3 days and all i can say is that THIS IS AN AWSOME STORY!! man at the end of all this i dont think i can see right ever again

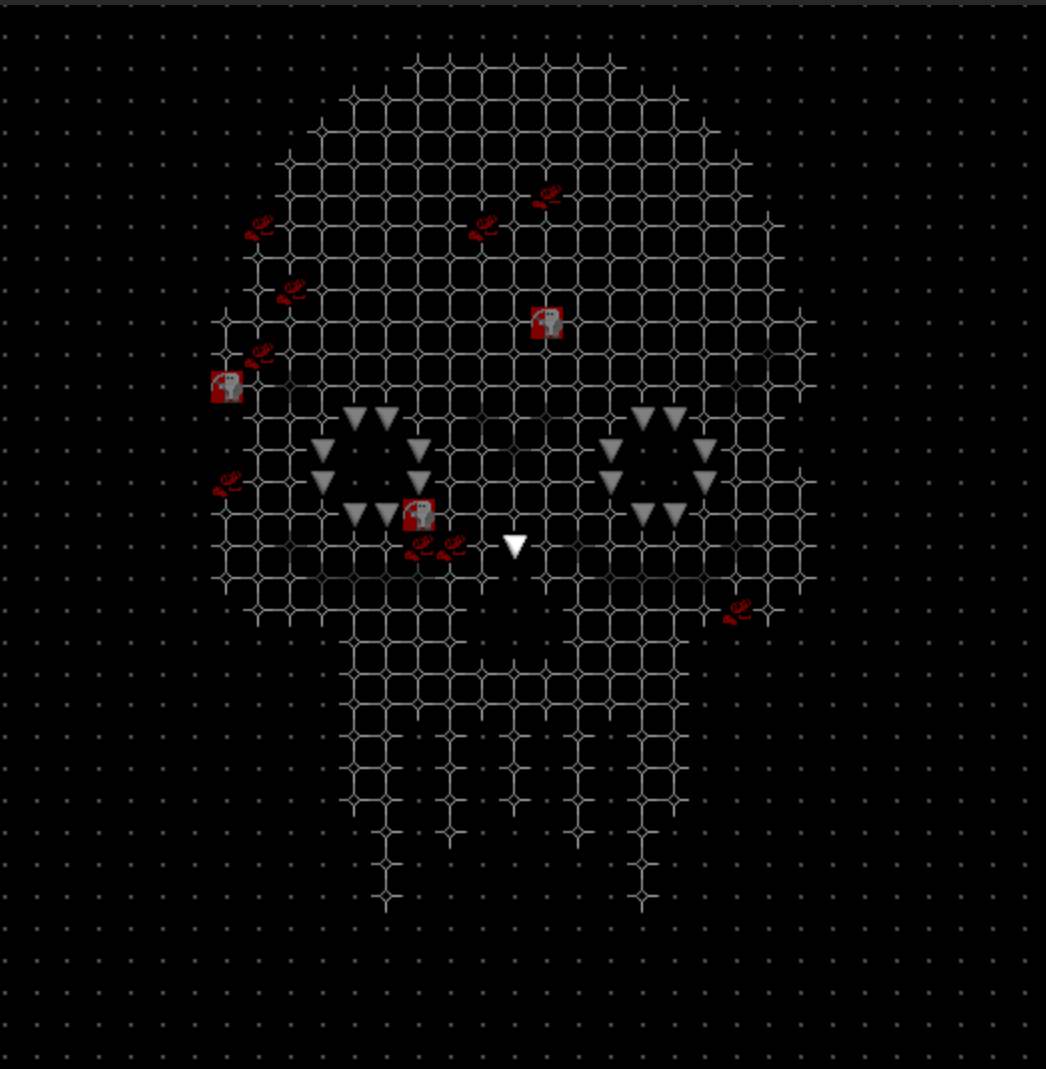
wonder when the next update is??

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **March 07, 2011, 01:29:28 am**

Picking up where we left off.....

As the broken bleeding bodies of the peasant assassins were being dragged to their graves, it was found that there was still life in them. Tallpanzer snapped out of his berserk rage and tried to tend to his wounded kinsmen. However, Urist had her loyal guards Jazz and MadMonkey24 grab the barely conscious traitors and string them up from the upper ceiling-slope of the pyramid. There, Lord Jazz read a proclamation from the Empress that this would be the fate of any future traitors as well. As he spoke, pools of blood gathered below the wounded would-be assassins.

On queue, MadMonkey pulled a lever that untethered the whimpering peasants. They fell to their deaths in a most gruesome and wonderful splash of color.



The horror of the failed plot sank in to the Khamerite leadership. Immediately Khamero and his relatives gathered in secret.

"You idiot!" shouted the Grand Duchess. "You had years to think of a good assassination plot, and THIS is what you come up with? Five unarmed peasants?"

"I thought they had a chance!" cried Khamero.

"Hmmpf! I'm not going to be seen with you anymore. It is too dangerous. I am going to the Empress right now and telling her that I had nothing to do with this! I will remind her of my years of loyalty while I still have my head attached to my neck." The Grand Duchess looked her son in law up and down in a most unflattering manner. "You are on your own with this one." She gave her daughter Jewelettarette one last mournful look. "Of all the dwarves in this fortress....you had to marry this pagan?". Leaving her daughter speechless, Slemsvamp left the room.

The other Khamerites gasped in horror at losing the most noble of their number.

Duke Travolta, like a rat fleeing a sinking ship, sensed that his chances were better at the side of his mother, than if he tried to win Urist's sympathies on his own. He didn't know what to say. He slowly shuffled to the door, grabbed the knob, and said "I'm gonna go see if mom needs anything. She seems real upset. I uhhh....gotta go comfort her and all...." With that, the Duke was gone as well.

"We are undone. It's hopeless now," said Imhotep with heavy sorrow in his voice.

"No!" shouted Khamero, attempting to rally his followers one last time. "These fools give up so easily! We still have my mother, she is in the military, she has been prepared to strike. Her orders had been to strike at the remaining royalists in the military as soon as she heard that the Empress was dead. Surely, when she hears that the plot has failed, she will strike at her fellow guards and we shall secure the fort in this way!"

"Yes.....yes!" Airag shouted to his younger brothers. "We can still win this!"

There were a few murmurs, but eventually the brothers and sisters let out a half-hearted cheer.

"Come on, louder!" shouted Baron von Freden. He unsheathed his sword and held it in the air. "We can take them!"

Now a loud roar erupted. Khamero looked at Airag and smiled. Khamero could feel it in his veins. It was coming soon. He would be Emperor...and when he died he would pass the crown onto Airag. They just had to overcome this last hurdle. They were meeting in the old abandoned windmill tower that sat atop the old entrance to the fortress. This tower had not been in use for many decades (a demon

long ago smashed most of the windhills, axles, and gears), and just outside the tower's base was the battlements overlooking the courtyard. The marksdwarves were stationed there.

"Come, she is just outside. Her squad is loyal. We will join our arms with theirs, and storm the palace!" The dwarves cheered....it was a daring plan. Not all would survive....but these dwarves knew that as relatives of the assassins, their days were already numbered and few so long as Urist sat on the throne.

"Long live the Khamerite clan!" shouted Calibur.

"Aye, we'll send the lot of 'em to one of the many unpleasant hells!" shouted Xanthius 2.0.

"HUZZAH!!!" they all shouted.

With that they stormed towards the door with great force. Who Two opened the door and charged out first. He got only a few steps before he was pushed back by 8 steel clad marksdwarves brandishing crossbows. Asmel Zulbandak, Khameros mother and grandmother to all the young dwarves present in the tower, was standing among them. The rebellious Khamerites stepped back, bewildered by the situation.

"Grandma?" muttered one of the younger dwarves in disbelief.

Asmel stepped towards Khamero, keeping her crossbow pointed at his unarmored torso. "Well, traitors....what do you have to say for yourselves?"

"How could you?" asked Khamero.

"Ha! How could YOU fail so badly at plotting and scheming?" She spit on the ground. "I'm not standing before a conquering hero.....I'm standing before an eternal failure. Of all my children.....you were the only one that survived to adulthood. And yet....of all my children.....you are my biggest disappointment."

"Mother!"

"I HAVE NO SON!" Asmel tightened her grip on her crossbow, aimed it at her son's face, and then stepped forward menacingly.

"Enough!" Lord Tazgrent said, as he stepped forward and put his hand on Asmel's arm and brought her crossbow down. "You've proven your loyalty. Our orders were to take them alive. Kipi, Steve, chain up Jewelettarette and our friend Khamero here."

"Aye sir," responded the dwarves dutifully.

"Well my boy," Lord Tazgrent said as he stared coldly into Khamero's eyes. "There's going to be a trial."

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **March 07, 2011, 03:21:27 am**

The Khamerites were chained together and led down into the depths of the fortress. Many began sobbing as they were led into the dark smoky palace. They were whipped as they marched past the opulent golden statues of Urist located in the foyer. First a guard went forward into the throne room to announce the Khamerite's arrival. Then the chained dwarves were brought in.

They entered the dank throne room, torchlight dancing and occasionally casting light upon the grim face of the Empress as she sat on her Adamantine throne. The Empress did not move as the dwarves came in. Below her, chained to her throne at the neck like a dog, was the old King Fikod. Mogror Harbett stood beside the Empress, smiling joyously as he looked upon the faces of those who would be receiving so much misery. The Grand-Duchess and the Duke stood close to the throne, their hearts pounding uncontrollably as their brethren were brought in for this expedited 'trial'.

Empress Urist slowly puffed from a pipe that extended down to a hooka that sat next to the throne. In the dim light, Urist's face was veiled in darkness. A cloud of rat weed smoke billowed forth from the shadowy silhouette on the throne.

Lord Jazz and Lord MadMonkey24 stepped forward and beat the backs of the Khamerites' kness with sticks. "KNEEL!" They shouted.

Once the Khamerites were all bowing before their Empress, Mogror Harbett spoke. "The most majestic of majesties, Empress Urist Salvedangers, the Foggy Barbs, Sole Survivor of the Reclaim, Rebuilder of the Mines, Slayer of Cog Giltbalanced the Tactical Relief of Fortifying, Grand-Duchess of Letterclose, Regent of the Jade Irons, Queen of Blockedlance, and Empress of Dwarves has ordered you here today to stand trial on charges of conspiracy to commit crimes against the state. How do you plead?"

There was an awkward silence as the dwarves looked back and forth at each other. Khamero spoke up for his family. "We plead not guilty."

"Very well. The Empress of Dwarves calls as her first witness, the Grand-Duchess Slemsvamp," said Mogror as Urist sat silent and motionless (with the exception of an occasional puff of rat weed).

The Grand Duchess stepped forward. Mogror simply asked, "Can you please reiterate for the court your sworn testimony?"

"Certainly. Khamero and his pagan children were plotting to overthrow the Empress. They even tried to entangle me in this most disturbing of schemes. Khamero knew of this assassination plot. Khamero planned and executed this plot. The whole lot of them should hang," finished the Grand-Duchess grimly.

"Thank you, your highness. Now, we shall hear testimony from the Duke Travolta. Mr Travolta, can you please share with the court your sworn testimony?"

"It is exactly as my mother said. He approached us to take part in this crime. When his plot failed, he again tried to entangle us in another plot to overthrow the Empress."

"So he was not going to give up? He was going to continue his plots against the Empress?" asked Mogror.

"Oh yes....he's mad....mad with power. He will keep up with his violent ways until he gets what he wants."

"Thank you, your highness." Mogror turned back to the Khamerites. "You will now be sentenced."

"Wait! Wait a minute! Don't we get a chance to defend ourselves? Cant we bring our own evidence and witnesses?" shouted Khamero.

"Oh my no! The Empress must remain an impartial judge, and cannot have her ruling being biased by your evidence. It is so that you can get the best protection under the law of course. Now keep silent. One more unrequested outburst from you and you will be held in contempt of court."

Khamero hung his head in despair.

"Now you shall be sentenced," said Mogror again.

There was a moment of silence. At last the Empress spoke, her voice booming forth over them all. "This court finds the defendants guilty of conspiracy to commit crimes against the state. All shall be sentenced to death."

The Khamerites gasped.

"However, I shall commute the death sentence for all dwarves to life in prison. All Khamerites are hereby banished to live in the courtyard of the fortress as surface-dwellers. Vucar and Who Two, in deference of your legendary armorsmithing skills, you are pardoned." Lord Jazz stepped forward and unlocked the chains around the two dwarves hands and feet. They couldnt believe their luck.

"Thank you your majesty!" they cried. They bowed their heads all the way to the floor, and crawled backwards out of the room, refusing to rise to their feet until they were far from the throne room.

The Empress continued, "Khamero and Jewellettarette, as ringleaders of these hooligans you shall be locked in the southeast tower. You will never again know freedom, but you will be allowed to continue breeding sacrifices to Armok. Your only contact with the outside world will be when we come to butcher your children. Am I not merciful?"

Jewellettarette vomited. Khamero's face was pale.

Their fate was sealed...

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Lovechild** on **March 07, 2011, 04:21:13 am**

This is so awesome and great and awesome <3

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **Innominate** on **March 07, 2011, 04:57:49 am**

Trapped in a tower with nothing to do but have sex? That is a truly heinous punishment.

Title: **Re: Blockedlance - An Heir is Born!**
Post by: **MrGimp** on **March 07, 2011, 01:45:17 pm**

Chapter #20 - Exile of the Khamerite Clan

As the Khamerites were led to the surface, naked before the sun, the madness began to creep in....

Lor Atîsokil. Khamerite Miller has gone stark raving mad!

The miller Lor went insane, babbling incoherently as he was marched under the unholy flaming orb in the sky. Tallpanzer threw a tantrum. He began kicking and screaming. The guards dragged him mercilessly towards his fate. Tallpanzer threw his body down and clung to the cobblestone road. Such is the strength of dwarves, that as he was dragged away, the stones from the road were literally pulled out of the ground behind him.



Fath Abanmozir was so distraught by the senseless destruction of the lovely road that he was stricken with a bout of severe melancholy.

'Nil' Amudsodel. Khamerite Bonecarver cancels Store Item in Bag: Getting something to drink.
'Baron von Freeden' Detesedem. Khamerite Swordsdwarf is throwing a tantrum!
'Baron von Freeden' Detesedem. Khamerite Swordsdwarf has calmed down.
'Baron von Freeden' Detesedem. Khamerite Swordsdwarf is throwing a tantrum!
'Baron von Freeden' Detesedem. Khamerite Swordsdwarf has calmed down.
Fath Abanmozir. Khamerite Brewer is stricken by melancholy!
Ingiz ilulkib. Kurkish Cook cancels Store Owned Item: Item inaccessible.
'Arbitrax' Dasellitast. Khamerite cancels Store Item in Bag: Getting food.
Obok Dishmabniral. Khamerite Cook cancels Store Item in Bag: Getting something to drink.
Ingiz ilulkib. Kurkish Cook cancels Store Owned Item: Item inaccessible.
Asmel Atisnash. Kurkite cancels Store Item in Barrel: Getting food.
Rough Dolomite Road destroyed by 'TALLPANZER' Atöloslan. Khamerite Potash/Lyer.
Stinthad Likotdakon. Khamerite Herbalist is throwing a tantrum!
Stinthad Likotdakon. Khamerite Herbalist has calmed down.
'Slensvamp' Enolasob. Grand Duchess cancels Store Owned Item: Item

And so the miserable lot was led to temple courtyard. The temple itself was sealed. They were unshackled, and the guards left them. Upon leaving, the bridge over the magma moat was raised. Lor attempted a mad dash back over the raising bridge towards the shade of the fortress and protection from the sun. He did not make it...

Lor Atisokil. Khamerite Miller has died in the heat.

They were sealed away....trapped above ground like filthy beardless elves. Khamero and his wife were imprisoned in the southeast tower, and now it was just the children of Khamero that wallowed in the sun and a large pool of each other's vomit.



Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Yoink** on **March 08, 2011, 01:46:07 am**

Wow.... I hadn't been able to check in on this story in ages, but I'm glad I did! :D
I think my character gave new meaning to 'born to kill'... Although I guess that happens a lot in DF. :P I just haven't been playing long enough.
This story's still amazing. Looking foward to reading more. :)

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **powpow** on **March 08, 2011, 03:14:56 am**

yay update i almost forgot what the plot for this story was

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Di** on **March 08, 2011, 04:43:35 am**

I really like smiling dwarves at the last picture. After all they've got through.

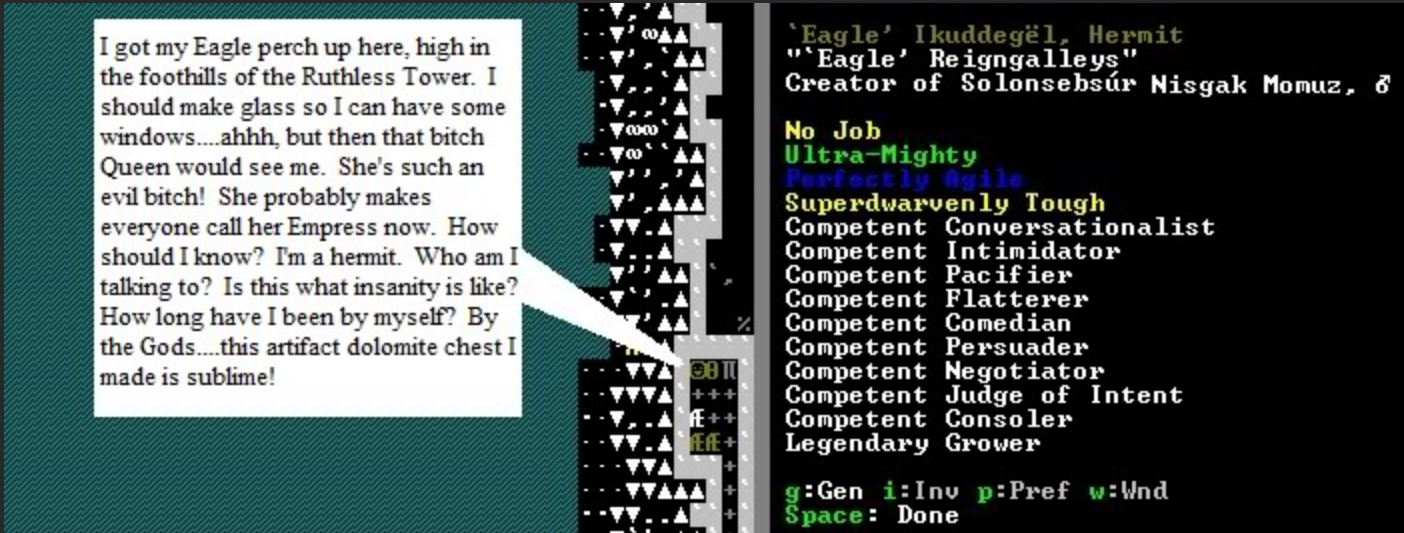
Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 09, 2011, 01:14:41 am**

Heres a brief update on everyones favorite mad hermit.

He mostly just rolls around naked in the mud. Im not joking. Hes usually gathering plants, or chopping wood, or gathering wood so he can turn it into ash (and then potash). He spends his days alternating between all those tasks depending on the seasonal growth of the wood and plants. His cave has an additional work wing where all these workshops are located so he can train his skills.



Work work work. And I often forget to have him make beer....so he goes long periods without it. It surely drives him mad. Mad mad mad.



Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **powpow** on **March 09, 2011, 01:22:34 am**

KEWL

edit : wait just noticed new title i wonder whos gonna be exiled????wwwwwwwoooooo

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Lovechild** on **March 09, 2011, 03:07:25 am**

...The Khamerites?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **JacenHanLovesLegos** on **March 09, 2011, 09:44:59 am**

Read the last page.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Nahere** on **March 09, 2011, 01:21:51 pm**

Has anyone else noticed that Eagle's social skills are surprisingly good for a hermit?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Eagle** on **March 09, 2011, 02:00:49 pm**

Quote from: Nahere on March 09, 2011, 01:21:51 pm
Has anyone else noticed that Eagle's social skills are surprisingly good for a hermit?

Unknown to the fortress below, I've been keeping the demons at bay via diplomacy. Either that or I've somehow become both halves of the conversation.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 09, 2011, 09:54:16 pm**

The Khamerites baked and withered under the hot noon sun. Blockedlance never did get too cold in winter. They cursed their luck for being exiled, and some even cursed their father for getting them into this mess. They then began cursing each other, and throwing tantrums. Fist fights erupted. It was then that Airag stepped up to the leadership role of his family. It had been his destiny to lead, whether from a gold throne or a courtyard prison.

"My people! Calm yourselves!" he shouted as he dove into the hysterical mass of dwarves. He pushed the combatants apart and tried to appeal to their reason. "Look....we could fight each other to death if we want-"

"YEAH!!!!!" shouted Tallpanzer as he began to take another swing at his brethren. Airag grabbed his arms and held him back.

"NO!!! I said...we **COULD** fight each other....but we would be destroying our chance at a better life!"

"A better life?! Look where we are!" shouted Tallpanzer.

"I know it will be tough, but we can do it! We're dwarves! Let us build shelter from the sun!"

"Look Airag, I know you're trying to help and all...but we're doomed. The sooner you see that, the sooner you can get over it. Do you see any stockpiles of stone out here? Those marksdwarves on the walls will surely shoot us if we try to dig below ground," said Tallpanzer as he pointed to the massive walls around the courtyard, where their own grandmother patrolled and kept watch with her scornful eyes. "And I doubt either they or the goblins and elves besieging the fortress would let us get very far out of the gate. We have nothing to build with!"

Fool! Look around you!" Airag pointed to the trees in the southeast courtyard. "We have more wood than we could ever use! And I have my axe and wood cutting skills!"

"Wood? You want us to build with wood?" asked Tallpanzer incredulous.

"Oh my Gods....we'll die like elves!" cried one of the younger brats.

"Wood is for beds, Airag," shouted another.

"My kinsmen...I share your hatred for soft splintery wood. And aye, there would be nothing better than to sleep with a mile of hard stone between me and the sun and the stars. Why....I get dizzy every time I look up into that endless blue emptiness. I feel the fear that you do....that one day I might lose hold of the Earth, and fall upwards into the sky." Many of the dwarves shuffled about uncomfortably as they heard these words. They bowed their heads and dared not look up, for the sky stirred primal fears in a dwarf. They looked about for any shrub or branch to cling to, just in case gravity failed to protect them from the sky sucking them into it. "And that is why we must build ourselves shelter....no matter what it must be made of! How could one fall asleep with the sky right there....right above them....with no solid ceiling to catch them in case they fall up?"

"Stop talking about it!" shouted a dwarf as he closed his eyes and clung to a boulder.

"My brethren....I am a skilled wood cutter, I will clear cut this entire courtyard. You two peasants....Ill teach you some basic carpentry. We shall build wooden caves to sleep in," ordered Airag.

"Wooden caves....you mean like human houses?"

"NO! They will be wooden caves!" he shouted forcefully. "Now lets get to work."

"Well what about food and water?" asked Derek, the Khamerite Cook.

"Well, we have some murky pools to drink out of, and if you have no job to do, then gather plants. We can build everything in wooden caves. We'll build a wooden cave kitchen, and a wooden cave inn, and a wooden cave carpentry shop. Come on! It will be like in the history books....like back in pioneer days when their wagons would break down in the middle of nowhere, and they had forgotten to bring a pick. It will be an adventure!"

Airag was quite persuasive. The grumpy dwarves set aside their anger and misery and decided to build some 'wooden caves' to at least get the sun off their minds.



And so it was that the first surface settlement began....



...and the dwarves began living in wood.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Tradanbattlan** on **March 09, 2011, 09:58:58 pm**

Wooden caves.
I'll take twenty.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **NobodyPro** on **March 10, 2011, 03:05:59 am**

I actually laughed out loud at that past post, some good story telling going on here. I'd tell you to dig deeper but I seem to remember that being the start of this long, epic story.

Did Urist ever have a dog? Can't remember.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 10, 2011, 03:56:35 pm**

Quote from: NobodyPro on March 10, 2011, 03:05:59 am

Did Urist ever have a dog? Can't remember.

Nah she never had a pet.

We dont have dogs in Blockedlance. We had some giant eagles and foxes and bears. Now theyre all dead. All we have now is a bunch of horses.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 11, 2011, 01:09:47 am**

While the Khamerites vomited and struggled under the hot sun to build shoddy wooden caves, the royals and their Kurdish allies partied and danced the night away in a drunken stupor.

The Master Stonecutter 'Baron von Montague' Regish has organized a party at Dolomite Table.

And all the while, Khamero and Jewelettarette sat locked away in a food and booze filled room in the southeast tower. They did not speak much. They had fallen far from their once lofty heights, and the bitterness ran deep. However, Jewelettarette had been pregnant (as always) when she was locked in the tower, and in the depths of winter she gave birth to a bouncing baby boy.

'Jewelettarette' Libadoltar, Noble has given birth to a boy.

But what kind of a life awaited this child except that of a slave?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **powpow** on **March 11, 2011, 03:38:21 am**

lol slave factory

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 12, 2011, 10:58:06 am**

After a long hard day of slaving, you need a powerful thirst quencher. When boring old water just wont do, try G8torade!

<http://www.youtube.com/watch?v=SaVgElQKB4U> (<http://www.youtube.com/watch?v=SaVgElQKB4U>)

It's an energy drink for slaves!

Energy! For Slaves!

G8torade will make your babies into fascist shock troops!!!

G8torade costs more than you can afford, but you'll swallow it....AND PAY THE BILL!!!!

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **nil** on **March 12, 2011, 01:39:52 pm**

but: does it have electrolytes?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 12, 2011, 02:19:42 pm**

Of course. It's what slaves crave.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **peregarrett** on **March 13, 2011, 05:41:17 am**

Phew! Finally I made through whole story, and must say it's brilliant!
I even missed old good 40d times...

Are there any unnamed dwarves left?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 14, 2011, 12:24:13 am**

Quote from: peregarrett on March 13, 2011, 05:41:17 am
Phew! Finally I made through whole story, and must say it's brilliant!
I even missed old good 40d times...
Are there any unnamed dwarves left?

Plenty. They breed em as fast as I kill em.

What do you want to name them?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **peregarrett** on **March 14, 2011, 12:37:46 am**

Name him PereGarrett. If you're going to set up military - put him as speardwarf. We definitely need one at Blockedlance!
If no - let him be miner or whatever...

Oh, I have a though. He can be exiled Khamerite, and after wooden caves are build, he can violate Queen's order and dig down from cave's floor - guards won't see him! Well, ony if they have a pick...

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 14, 2011, 01:03:36 am**

Spring 284

Metropolis Rifotkûbuk, "Blockedlance"				10th Granite, 284, Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		18817171*		Population:		106							
Weapons:		721274*								Champions		12	
Armor and Garb:		603522*		Miners		1				Axe Lords		None	
Furniture:		3864204*		Woodworkers		1				Swordsdwarves		None	
Other Objects:		4602840*		Stoneworkers		1				Swordmasters		None	
Architecture:		4824527*		Rangers		None				Macedwarves		None	
Displayed:		4037090*		Metalsmiths		None				Mace Lords		None	
Held/Worn:		163714*		Jewelers		1				Hammerdwarves		None	
				Craftsdwarves		6				Hammer Lords		None	
Imported Wealth:		1817144*		Nobles/Admins		10				Speardwarves		None	
				Peasants		11				Spearmasters		None	
Exported Wealth:		522333*		Children		33				Marksdwarves		None	
				Fishery Workers		None				Elite Mrksdwrvs		None	
Food Stores:		20117		Farmers		21				Wrestlers		None	
Meat		None		Engineers		2				Elite Wrestlers		None	
Fish		None		Trained Animals		None				Recruits		7	
Plant		262		Other Animals		28							
		Other		8894									

have delusions of grandeur as he was last in a growing line of Princely inheritors.

Relationships of the Empress Urist Sibrekkezat Amugrobek	
'Kulaka' Bomrekidakas, Priest-King	Husband
'Lucifer' Emalushat, Crown Prince	Eldest Son
'Uggi' Likotnanir, Princess	Eldest Daughter
'Filiusenox' Sazirtinóth, Prince	Second Eldest Son
'JHLL' Aláthurmin, Princess	Second Eldest Daughter
'Steel' Iusungsherast, Prince	Third Eldest Son
'Draken' Rovodlilum, Prince	Third Eldest Daughter
'Yoigen' Mürullorbam, Princess	Youngest Daughter
'NobodyPro' Idoslokum, Prince	Youngest Son

There were other newly named faces in Blockedlance this year. Urist had spared the lives of two legendary Khamerite armorers, Who Two, and Vucar. Vucar is an ardent worshiper of the Blood God, and revels in chaos and disorder. In Spring, to celebrate his continued loyalty, the Empress renamed him Nahere.

'Nahere' Ginetsazir, "'Nahere' Crewedbridge", Khamerite Armorer
'Nahere' Ginetsazir has been ecstatic lately. He talked with a sibling lately. He was angered by long patrol duty lately. He was glad to have punishment delayed recently. He gained a sibling recently. He has been annoyed by flies. He is the son of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. He is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Nahere' Ginetsazir likes Sphalerite, Copper, Cherry opal, crystal glass, Pig tail Fabric, short swords and dogs for their loyalty. When possible, he prefers to consume Dwarven ale and Quarry bush Leaves. He absolutely detests purring maggots. He rarely feels discouraged. He occasionally overindulges. He is somewhat reserved. He enjoys the company of others. He revels in chaos and disorder. He has a strong sense of duty. He strives for excellence. He needs alcohol to get through the working day.

Having two armorers that were Khamerites worried Urist, and so she decided she should teach one of the Kurdish peasants some blacksmithing skills so that the knowledge could not be monopolized. The peasant was named Berndarmin, and she was a shy dwarf, socially crippled by paranoid thoughts that everyone was speaking about her behind her back.

'Berndarmin' Cattenson, "'Berndarmin' Channeloracle", Kurdish Blacksmith
'Berndarmin' Cattenson has been ecstatic lately. She had a wonderful drink lately. She talked with a sibling lately. She admired a fine Door lately. She was glad to have punishment delayed recently. She has been tired of eating the same old food lately. She had a fine drink lately. She slept without a proper room recently. She had a pretty decent drink lately. She was caught in the rain recently. She is the daughter of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazecraft. She is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Berndarmin' Cattenson likes Claystone, Lead, Morion, ivory, the color dark chestnut, diamonds and ballista arrows. When possible, she prefers to consume Dwarven beer. She absolutely detests cave spiders. She has a calm demeanor. She is socially crippled by thoughts that everyone is watching and judging her. She feels strong urges and seeks short-term rewards. She is not a risk-taker. She appreciates art and natural beauty. She likes to try new things. She is candid and sincere in dealings with others. She is immodest. She is disorganized. She has a strong sense of duty. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

Another member of the Kurdish clan - a dwarf named Giovanni - has also stepped forward to take a leading role in the construction of the growing fortress. There were plans in the air to build a new entrance to Blockedlance, and Giovanni had an artistic vision of creating a large tower over the main entry way....a tower that would reach the heavens! Nevermind that it had been an old dream of the Khamerite Imhotep, Imhotep was playing with wood now. The Empress was not very eager to start another new construction project, especially one which she may not even live to see finished...but perhaps the confident willpower of Giovanni would win her over in the end?

'Giovanni' Udiberush, "'Giovanni' Syruphandles", Kurdish Architect
'Giovanni' Udiberush has been ecstatic lately. She admired a fine Door lately. She was glad to have punishment delayed recently. She slept without a proper room recently. She talked with a sibling lately. She has been tired of eating the same old food lately. She was caught in the rain recently. She is the daughter of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazecraft. She is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Giovanni' Udiberush likes Horn silver, Black bronze, Red diamond, Rope reed Fabric and shields. When possible, she prefers to consume Cave wheat Seeds. She absolutely detests large roaches. She often feels discouraged. She is comfortable in social situations. She appreciates art and natural beauty. She is slow to trust others. She is incredibly confident. She is very disorganized. She possesses great willpower. She needs alcohol to get through the working day.

(NOTE - Fuzzybeard, I havent forgotten you, you have the next royal baby)

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **BadSyntax** on **March 14, 2011, 02:13:07 am**

Did my dwarf die already?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Nahere** on **March 14, 2011, 02:46:01 am**

Hee hee. Knowledge triumphs over accusations of treachery.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Tradanbattlan** on **March 14, 2011, 08:17:31 am**

Giovanni should have his own little Team Rocket secret army.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 15, 2011, 02:25:41 am**

The deaths of so many grandchildren has begun to wear on the mental health of the Grand Duchess. She had given the testimony that had exiled most of her family to the surface, after all. She was very unhappy.

'Slemsvamp' Enolasob, Grand Duchess
"'Slemsvamp' Grizzlyboards" Unhappy

Not only was it hard to erase her family from her memories, but the Kurkish clansmen did not seem to accept her fully. She would always be a Khamerite in their eyes. Slemsvamp tried to distance herself from her pagan son-in-law. She would often point out that she was not related to Khamero in any way, and that he was the mistake of a daughter she had now disowned. Slemsvamp even went so far as to give her family a separate name from the Khamerites. She named her clan after herself (naturally) and called her family the Slemites. Whenever she heard a murmur or whisper of dissent among the Kurkish dwarves, she would label them anti-Slemitic, and threaten to charge them with hate crime if they did not recant.

Urist however, seemed content to have the Grand-Duchess in place as a lightning rod that would attract any anger away from the Empress. Urist even subtly and secretly encouraged the anti-Slemitic behavior just so she could keep both clans from uniting against her rule. The two clans would need to remain somewhat balanced. The Kurkish clan was larger than the Grand Duchess and her 4 remaining loyal children, and so the Slemites would have to be given more power to compensate for their small numbers. Urist called for another 'election' to replace the old Khamerite mayor. Duke Travolta happened to win.

'Soviet Travolta' Astingtak, Duke has been elected mayor.

Urist has been siphoning vast sums of fortress wealth to her palace and tomb construction projects. In fact, it's safe to say that most of the fortress wealth is directly owned by Urist in some way. Millions of dwarfbucks have been lavishly bestowed upon her and her family. This has resulted in the mayoral treasury running constant deficits. The Empress had set up a Royal Reserve Bank in order to loan money to the fortress government. However, this only resulted in ever larger debts since all loans came with an interest payment that the taxpayers of Blockedlance were forced to pay as well.

Therefore, as would logically follow, Duke Travolta's first act as mayor was to cut the pension benefits of the craftsmen of the fortress so that he could balance the fortress's terrible annual public debt payments. This angered the Kurkish craftsmen...but the Duke knew what he was doing. He immediately began a propaganda campaign that targeted the younger Kurkish peasants who did not yet have the skills required in order to get the little extra pay and perks that the craftsmen got. He told the younger Kurkites that they had been cheated by these damn guildsmen....and that the guilds rights to collectively bargain should be abolished. Even Urist was amazed at how quickly the less paid workers turned on their own family out of jealousy over a marginal increase in pay and benefits. The Empress was delighted at the roaring debate that followed. While the Kurkish clan fought bitterly over a few copper coins, Urist bathed daily in her own private cave river, surrounded by golden statues and her own private underground mushroom forest.

It's good to be the Empress.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **powpow** on **March 15, 2011, 06:21:15 am**

i wonder what happend to those two in the void?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **JacenHanLovesLegos** on **March 15, 2011, 08:00:54 am**

Are you still "under siege"?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **nil** on **March 15, 2011, 12:44:45 pm**

ha a godwin and a go-wisconsin, I love it

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Javarock** on **March 15, 2011, 04:51:24 pm**

Huh I wonder when my dwarfs going to request a audience with queen urist.... For permisson to construct the tower.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 15, 2011, 06:14:06 pm**

Quote from: BadSyntax on March 14, 2011, 02:13:07 am
Did my dwarf die already?

After searching through this thread, yes I think your first guy died. But you requested another dwarf named Chuckles...like, a year ago....and I forgot to add him. :-[Ill put you in now. lol....my bad.

Quote from: powpow on March 15, 2011, 06:21:15 am
i wonder what happend to those two in the void?

Theyre just wasting time until Ragnarok. Ill have an update on them shortly.

Speaking of this....Tradanbatlan and Christes, if you want another dwarf you can have one. Your old dudes will remain in the story till the end, but since they cant influence the fortress, you can have new dudes if you want.

Quote from: JacenHanLovesLegos on March 15, 2011, 08:00:54 am
Are you still "under siege"?

Yep. Forever. Which sucks.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **peterix** on **March 15, 2011, 07:22:26 pm**

Quote from: MrGimp on March 15, 2011, 06:14:06 pm

Quote from: JacenHanLovesLegos on March 15, 2011, 08:00:54 am

Are you still "under siege"?

Yep. Forever. Which sucks.

Which DF version are you using again? I might be able to fix that after some poking around in the save :)

Title: **Re: Blockedlance - Exiled to the Surface!**

Post by: **Ze Spy** on **March 16, 2011, 12:58:31 am**

DF 40d, or atleast what he told me in a PM

Ti**tle: Re: Blockedlance - Exiled to the Surface!**

Post by: **MrGimp** on **March 16, 2011, 12:53:19 pm**

Yeah I started in 40d. Then updated it to 40d16, then 40d18. For the past year or so Ive been swapping it back and forth between 40d and 40d18 because tweak and dwarf companion only work with 40d.

Im not sure when the error occurred but Im pretty sure it was in 40d18. What do I need to do to fix it?

Title: **Re: Blockedlance - Exiled to the Surface!**

Post by: **Soviet Travolta** on **March 16, 2011, 06:09:00 pm**

I was elected Mayor? It's time to steal...err...save money for my old days.
I'm amazed at how you manage to keep this long tale interesting, Mr.Gimp, I will follow this to the (bitter) end! :)

Title: **Re: Blockedlance - Exiled to the Surface!**

Post by: **MrGimp** on **March 16, 2011, 11:35:08 pm**

Quote from: Soviet Travolta on March 16, 2011, 06:09:00 pm

I'm amazed at how you manage to keep this long tale interesting, Mr.Gimp,

Thanks! Yeah, it's been a long time. It's been a community project though. I wouldn't have kept writing if people hadn't kept reading. And thanks to the people who made Dwarf Companion and Tweak, so that I could keep throwing weird things at the dwarves. lol

And of course, all hail the Toady One.



Quote from: Soviet Travolta on March 16, 2011, 06:09:00 pm

I will follow this to the (bitter) end! :)

Good, cuz we're driving this thing into the ground! We're going all the way....until the wheels fall off and the engine explodes.

Title: **Re: Blockedlance - Exiled to the Surface!**

Post by: **Urist_McArathos** on **March 16, 2011, 11:46:07 pm**

I must weigh in as one of the many, many followers who love this story and can't wait to see it finished. I first saw the link in the Hall of Legends, and HAD to read it. Left the forums for about 6 months or so because of busy IRL, and came back to see this was UPDATED! I was so excited to see that the story I'd spent long, long nights catching up on was still alive and moving towards the end. I hate the Empress and want her to die so badly, it's rare that a fictional character gets me so riled up one way or the other!

It's actually what inspired me to start my community fortress; Blockedlance is an amazing story, and I dearly want to see what kick-started my writing end in fiery, bloody glory (as opposed to its fiery, bloody present). Keep up the sweet work.

Title: **Re: Blockedlance - Exiled to the Surface!**

Post by: **peterix** on **March 17, 2011, 01:10:43 am**

Quote from: MrGimp on March 16, 2011, 12:53:19 pm

Yeah I started in 40d. Then updated it to 40d16, then 40d18. For the past year or so Ive been swapping it back and forth between 40d and 40d18 because tweak and dwarf companion only work with 40d.

Im not sure when the error occurred but Im pretty sure it was in 40d18. What do I need to do to fix it?

Well, cool to know that the saves are compatible. I'll need a heap of different forts with and without active sieges. My guess is that the game has a flag for those on some static position in memory... So, when I use the tools for memory search I created for dfhack and a ton of different forts, I should be able to find the flag.

It could take a bit of time, because I'll have to actually play the game a lot :)

Title: **Re: Blockedlance - Exiled to the Surface!**

Post by: **DerÜbermensch** on **March 17, 2011, 03:40:25 pm**

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 31, 2011, 12:03:57 am**

Quote from: DerUbermensch on March 17, 2011, 03:40:25 pm

MrGimp, can I get on board this wagon to hell? :D

Sure. Whats the name of the future corpse?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 31, 2011, 12:05:31 am**

Quote from: peterix on March 17, 2011, 01:10:43 am

Quote from: MrGimp on March 16, 2011, 12:53:19 pm

Yeah I started in 40d. Then updated it to 40d16, then 40d18. For the past year or so Ive been swapping it back and forth between 40d and 40d18 because tweak and dwarf companion only work with 40d.

Im not sure when the error occurred but Im pretty sure it was in 40d18. What do I need to do to fix it?

Well, cool to know that the saves are compatible. I'll need a heap of different forts with and without active sieges. My guess is that the game has a flag for those on some static position in memory... So, when I use the tools for memory search I created for dfhack and a ton of different forts, I should be able to find the flag.

It could take a bit of time, because I'll have to actually play the game a lot :)

I can email you a save or something if you want to look at it?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **peregarrett** on **March 31, 2011, 09:30:02 am**

patiently waiting for next chapter of story

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 31, 2011, 01:05:31 pm**

"There it is!"

Christes had been trudging along behind the telepath for quite some time. Her gaze had been fixed on the invisible ground that her feet could walk upon when she walked with the telepath. Each step was difficult, as the ground seemed to rise and fall like any other ground, and she could never prepare her feet for where it would be. She had felt like she had been climbing higher and higher for some time. When the telepath's voice filled her head, Christes looked up, and then around her in all directions.

"What?" she asked.

"We've reached the Summit of the White Mountains! Isn't the view spectacular?" said the voice of the telepath. Christes looked around some more, peering faring off into the whiteness.

"I dont see anything."

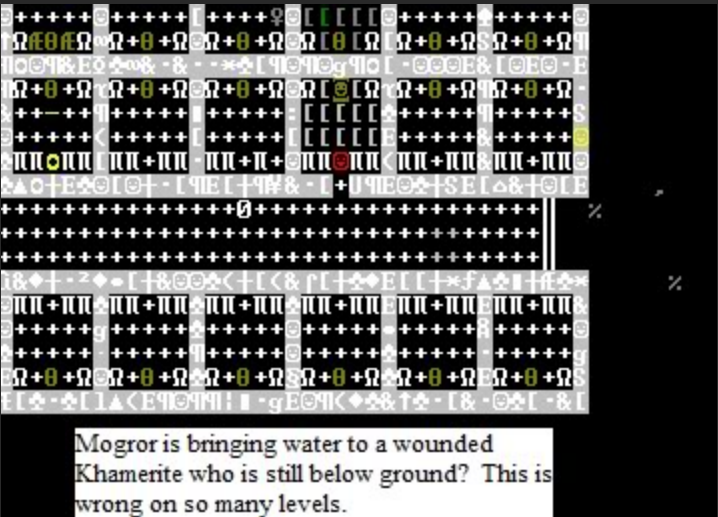
"Hmmph! Well....your mind's eye just does not open does it?" bemoaned the mysterious telepath. "Look....down there.....the coast. See it? Just down this mountain, and we will be on the shores of the Sea of Nothing. You cant see it because of the haze....but out there on the horizon is the Island of Whiteness."

Christes saw whiteness alright....that was all she saw.

"Yes.....I see it.....the Sea of Nothing. Very impressive. Let's get going. We must cross it." said Christes, trying to get the telepath moving again.

"Ha! Come then little one. Let's descend the mountain and see if we cant find a shipwright from which we can buy a boat." The telepath's voice whistled in her head as she watched him walking forward. His steps began descending slowly through the void. Christes followed, and she found that her feet fell a bit farther with each step. It was an odd sensation, because she could not see the ground that the telepath said was there. Still....she would have to bear his madness if she would want to see Tradan again....

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 31, 2011, 01:12:14 pm**



I guess the Khamerite got wounded in the fist fights and tantrums that had started to envelope the fortress, but got locked down here before the bridges were raised. He should be suffering with no bed out in on the surface! Instead, hes lying in a bed. This is an outrage!

Mogror better be torturing the shit out of this motherfucker!

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 31, 2011, 01:48:07 pm**

Spring 285

And up in the courtyard, a dwarf named PereGarrett has begun taking charge and directing the activities of the surface dwellers.

‘PereGarrett’ Ducimlanlar, “‘PereGarrett’ Workedbird”, Khamerite

‘PereGarrett’ Ducimlanlar has been ecstatic lately. She talked with a sibling lately. She admired a wonderful Bridge lately. She was glad to have punishment delayed recently. She slept without a proper room recently. She has complained of the lack of dining tables lately. She is the daughter of ‘Jewelettarette’ Praisegilds and ‘Khamero’ Bridgepraised. She is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. ‘PereGarrett’ Ducimlanlar likes Pelagic clay, Sterling silver, Jasper opal, Rope reed Fabric, the color emerald, gauntlets and cougars for their cunning. When possible, she prefers to consume cow cheese. She absolutely detests lizards. She loves to take charge and direct activities. She is not a risk-taker. She is open-minded to new ideas. She is trusting. She is candid and sincere in dealings with others. She dislikes contracts and regulations. She takes time when making decisions. She needs alcohol to get through the working day.

Hell yeah! Lets make our own fortress, with checkers and elfettes!

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **DerUbermensch** on **March 31, 2011, 08:36:44 pm**

Quote from: MrGimp on March 31, 2011, 12:03:57 am

Quote from: DerUbermensch on March 17, 2011, 03:40:25 pm

MrGimp, can I get on board this wagon to hell? :D

Sure. Whats the name of the future corpse?

Ubermensch. But please assure that I can live longer then two story posts.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **March 31, 2011, 10:15:12 pm**

Quote from: DerUbermensch on March 31, 2011, 08:36:44 pm

Quote from: MrGimp on March 31, 2011, 12:03:57 am

Quote from: DerUbermensch on March 17, 2011, 03:40:25 pm

MrGimp, can I get on board this wagon to hell? :D

Sure. Whats the name of the future corpse?

Ubermensch. But please assure that I can live longer then two story posts.

I assure nothing!!! :)

Sorry for lack of updates. Stupid work. We got hacked by some Yemeni hacker group this week too. I hate work. When can I become legendary and have my room and board paid for by the state?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **darkflagrance** on **April 01, 2011, 01:50:18 am**

Who is the wounded Khamerite? Maybe it's some poor, young unfortunate that even Mogrор took pity on? Is it a random migrant or does it have some history in the fort?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Ze Spy** on **April 01, 2011, 03:02:13 am**

uhhh, may i get back into this Hell-Hole Fortress of Madness and insanity and chaos and lunacy and hell and.....and.....and death?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 02, 2011, 02:13:13 pm**

Quote from: darkflagrance on April 01, 2011, 01:50:18 am

Who is the wounded Khamerite? Maybe it's some poor, young unfortunate that even Mogrор took pity on? Is it a random migrant or does it have some history in the fort?

His name is Moses Racedroad. I will put him to good use.

Quote from: Ze Spy on April 01, 2011, 03:02:13 am

uhhh, may i get back into this Hell-Hole Fortress of Madness and insanity and chaos and lunacy and hell and.....and.....and death?

Yeah what do you want me to name him?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 02, 2011, 02:33:12 pm**

Spring 286

Time is the fire in which mortals burn. For Urist and the other dwarves, time pressed onwards mercilessly.

Metropolis Rifotkûbuk, "Blockedlance"				1st Granite, 286, Early Spring									
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		20463502*		Population:		110							
Weapons:		729849*								Champions		0	12
Armor and Garb:		2160970*		Miners		0	1			Woodwarves		0	None
Furniture:		3884361*		Woodworkers		0	2			Axe Lords		0	None
Other Objects:		4613095*		Stoneworkers		0	2			Swordsdwarves		0	None
Architecture:		4853568*		Rangers		0	None			Swordmasters		0	None
Displayed:		4058074*		Metalsmiths		0	2			Macedwarves		0	None
Held/Worn:		163585*		Jewelers		0	1			Mace Lords		0	None
				Craftsdwarves		0	7			Hammerdwarves		0	None
Imported Wealth:		1788019*		Nobles/Admins		0	14			Hammer Lords		0	None
				Peasants		0	8			Speardwarves		0	None
Exported Wealth:		522333*		Children		0	34			Spearmasters		0	None
				Fishery Workers		0	None			Marksdwarves		0	None
Food Stores:		22031		Farmers		0	25			Elite Mrksdwrvs		0	None
Meat		None	Seeds	969	Engineers	0	2			Wrestlers		0	None
Fish		None	Drink	11503	Trained Animals	A	None			Elite Wrestlers		0	None
Plant		282	Other	9277	Other Animals	A	28			Recruits		0	None

The Empress and her lover continue to breed spoiled social parasites who will grow up to live on the backs off others. The Slemites were the ones Urist pretended actually ruled the fortress, through the Grand Duchess, the Duke, and the mayoral office, and they served to hide Urist's control and soften her image. The Kurkish clan, as allies of the Empress, would be the backs that held these two aristocratic families up. In return for this, the Kurkish clan would live a little bit better than the Khamerite clansmen who lived under the hot sun. They may not get to live in a palace, but they were at least middle class...and that was pretty comfortable in a wealthy mountain hall like Blockedlance. The heads of the Kurkish clan even got to live in the Temple. That was basically a palace, and it gave the Kurkites something to aspire to other than to try and take the throne away from Urist.

However bad the Kurkites had it, they could remind themselves that at least they were not baking under the unforgiving sun, toiling away in brutal manual labor to erect a city made of wood most foul (and splintery).

Speaking of the surface dwellers, here is the finished carpenter's shop....



Ignore the invisible blocks where the fortifications meet the walls. Thats just a bug in the visualizer. You can see the inn going up in the background as well. It has bedding for 36 dwarves at the moment, although the ceiling is not on the top floor yet, and none of the rooms have doors (theyre just nooks with beds).

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **JacenHanLovesLegos** on **April 02, 2011, 03:00:00 pm**

Have you started using ASCII graphics?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 02, 2011, 03:50:11 pm**

I have a 40d with ascii, and a 40d18 with graphics. Ive been doing a lot of editing and stuff for the story and adventure mode stuff lately, and that uses tweak and dwarf companion, and they only work for 40d. So the screenshots are coming from the 40d with ascii more.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 02, 2011, 04:04:27 pm**

Spring 287

(Obligatory status screen)

Metropolis Rifotkûbuk, "Blockedlance"				8th Felsite, 287, Late Spring			
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice	
Created Wealth:	20904387*		Population:	113			
Weapons:	729849*				Champions	👤	12
Armor and Garb:	2646732*		Miners	👤 1	👤	None	
Furniture:	3924947*		Woodworkers	👤 2	👤	None	
Other Objects:	4499441*		Stoneworkers	👤 2	👤	None	
Architecture:	4869257*		Rangers	👤 None	👤	None	
Displayed:	4070576*		Metalsmiths	👤 2	👤	None	
Held/Worn:	163585*		Jewelers	👤 1	👤	None	
			Craftsdwarves	👤 7	👤	None	
Imported Wealth:	1773590*		Nobles/Admins	👤 14	👤	None	
			Peasants	👤 10	👤	None	
Exported Wealth:	522333*		Children	👤 35	👤	None	
			Fishery Workers	👤 None	👤	None	
Food Stores:	20680		Farmers	👤 25	👤	None	
Meat	None	Seeds 756	Engineers	👤 2	👤	None	
Fish	None	Drink 10514	Trained Animals	A None	👤	None	
Plant	325	Other 9085	Other Animals	A 28	👤	None	

20 million dwarfbucks. Quite a stash I suppose. We have plenty of food and booze, or at least....everyone but the Khamerites has plenty of food and booze. The Khamerites are drinking murky water and eating surface plants. They have made a fine start, however, considering their condition. As mentioned, they had finished the carpenters shop. On the top floor lived one Khamerite carpenter....



...and in the attic lived another.

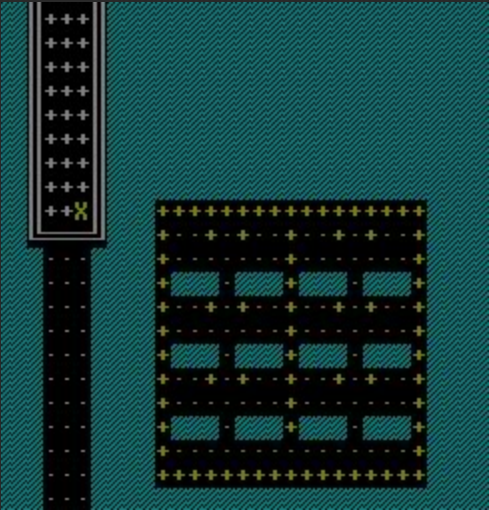


One wonders what Airag and the Khamerite leadership were thinking to build the carpenters shop before the tavern and kitchen....but this is the madness of dwarves. Because of this decision, they would have to continue eating and drinking filth for quite some time to come.

At least the inn is coming along, so they could hide away from the unholy sun and the infinite sky.



There isnt a roof yet though...



In an effort to regulate the surface dwellers and keep them in line, Urist employed Mogror the Engineer of Death to inspect the quality of construction and make sure everything was up to code. He also made sure no one was trying to tunnel back down below the surface.



The only thing Mogror found on his inspections though was just a bunch of wretched peasants and a beaten horse.

```
Stray Horse <Tame>

upper body
lower body
head
right front leg
left front leg  Pain
right front hoo
left front hoof
right rear leg
left rear leg
right rear hoof
left rear hoof
tail
```

These Khamerites were pretty miserable, and they didnt have a legendary dining hall to soothe their melancholy depression and berserk rage. Its quite sad that a horse had to suffer for it. You Khamerites should be ashamed of yourselves. Filthy peasants.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **peregarrett** on **April 03, 2011, 11:53:10 am**

Sure Mogror has found nothing. We haven't started yet, but till next inspection (if Mogror will bother himself with such boring and miserable tasks) we have to make hidden entrance.

So I suggest such design.
At the main tavern hall we dig stairs underground. To hide it, build 3x3 bridge above it. For those who ask - it's dance floor/boxing and wrestling ring/artist scene and so on. Bridge is linked not to lever, but to presure plate designed exactly to horse weight. So, it works as follows - horse is pitted over plate and opens stairs. When door is opened, horse leaves and bridge closes.
For security reasons, we must install menacing spikes next to the door. Like this:

```
Code: [Select]

#####
#^D|D.
#####
^ - plate, D - doors, | - spikes
```

Doors and spikes are linked to levers. Lever that opens doors should be placed at tavern hall, lever that retracts spikes - at Peregarrett quarters. Also link something innocent to those levers, like hatches that cover holes at the roof. It's important to keep it secret.
For example:
Mogror: - You installed there a lever? what for?
Me: - It opens and closes hatches at the roof. We have to get used with sunlight, but we need to do it step-by-step. The lever regulates how much sun light you can get.
Mogror: - uh, ok then.

If he'll be suspicious and notice it's linked somewhere else - he'll have to follow that wire to the doors.
Mogror: - Open it! Pull that lever!
Me: pulling it, doors opened.
Mogror: Aha! a plate! Let's inspect that does it do...
He proceedes to it, ant then I pull it again. Now he's locked inside. The only way out for him is break the linkage and oped doors manually. But just when he proceedes to deconstruct it, I'm walking to my room and begin pulling my lever maniacally, hitting him with spikes, and slamming the hatch above me - in case Mogror begins his inspection from my lever, it diverts him from real purpose of it.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 03, 2011, 12:52:40 pm**

The Grand Duchess Slemsvamp is having a terrible time. Many of her grandchildren are dead. One of her four daughters is locked in a tower breeding slaves for the Empress that the Grand Duchess has to support in order to live, and all the while many Kurkites are showing open anti-Slemitism in the fortress.

The Grand Duchess could only turn a blind eye for so long. One day, she heard a comment about her heritage. The Kurkish woodcutter Afrosquirrel made an unfortunate comment that alluded to her being the mother of the Khamerites.

'Slemsvamp' Enolasob, Grand Duchess is throwing a tantrum!
'Afrosquirrel' Likotshethbëth, Kurkish Woodcutter has bled to death.

Poor Afrosquirrel did not survive the vicious beating that followed.

```
The Kills of 'Slemsvamp' Enolasob

One Kill

'Afrosquirrel' Inkytwinkles the dwarf, d. 287
```

Would the Grand Duchess be sent to jail for murder? Of course not! She was never even charged! The body was dragged below, and the Duchess went back to eating crumpets while the message sank in with the other Kurkish clansmen.

This year, some Khamerite kid was banging at the fortress doors trying to get to items and a workshop so that he could get down on some serious craftworking. The Empress allowed it, on the grounds that he make her something nice. She got an artifact earring with a

demon on it. Pretty cool.

Ustoszágod, "Angergrips", a Orthoclase earring

This is a Orthoclase earring. All crafts dwarfship is of the highest quality. It is encircled with bands of horse leather and Jelly opal. This object is adorned with hanging rings of horse leather and menaces with spikes of Orthoclase, horse leather, Rose gold and Red zircon. On the item is an image of a demon in Orthoclase. The demon is striking a menacing pose. On the item is an image of a dwarf and dwarves in horse leather. The dwarf is surrounded by the dwarves.

Basic Value: 78000*

Meanwhile, Urist continues to dig her underground tomb complex. After working through a multi-layer patch of orthoclase....we have struck....welll....

Spoiler (click to show/hide)



This is truly the ungodliest amount of horrid yellow stone I have ever come across. And dont even get me started about the microcline infestation over by the hell pit and magma forges.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 03, 2011, 12:55:00 pm**

Quote from: peregarrett on April 03, 2011, 11:53:10 am
...Dig Deeper...

At the moment the Khamerites are just there to build a surface city for the cool factor in the visualizer. Ill think about it.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **EmperorNuthulu** on **April 03, 2011, 01:10:05 pm**

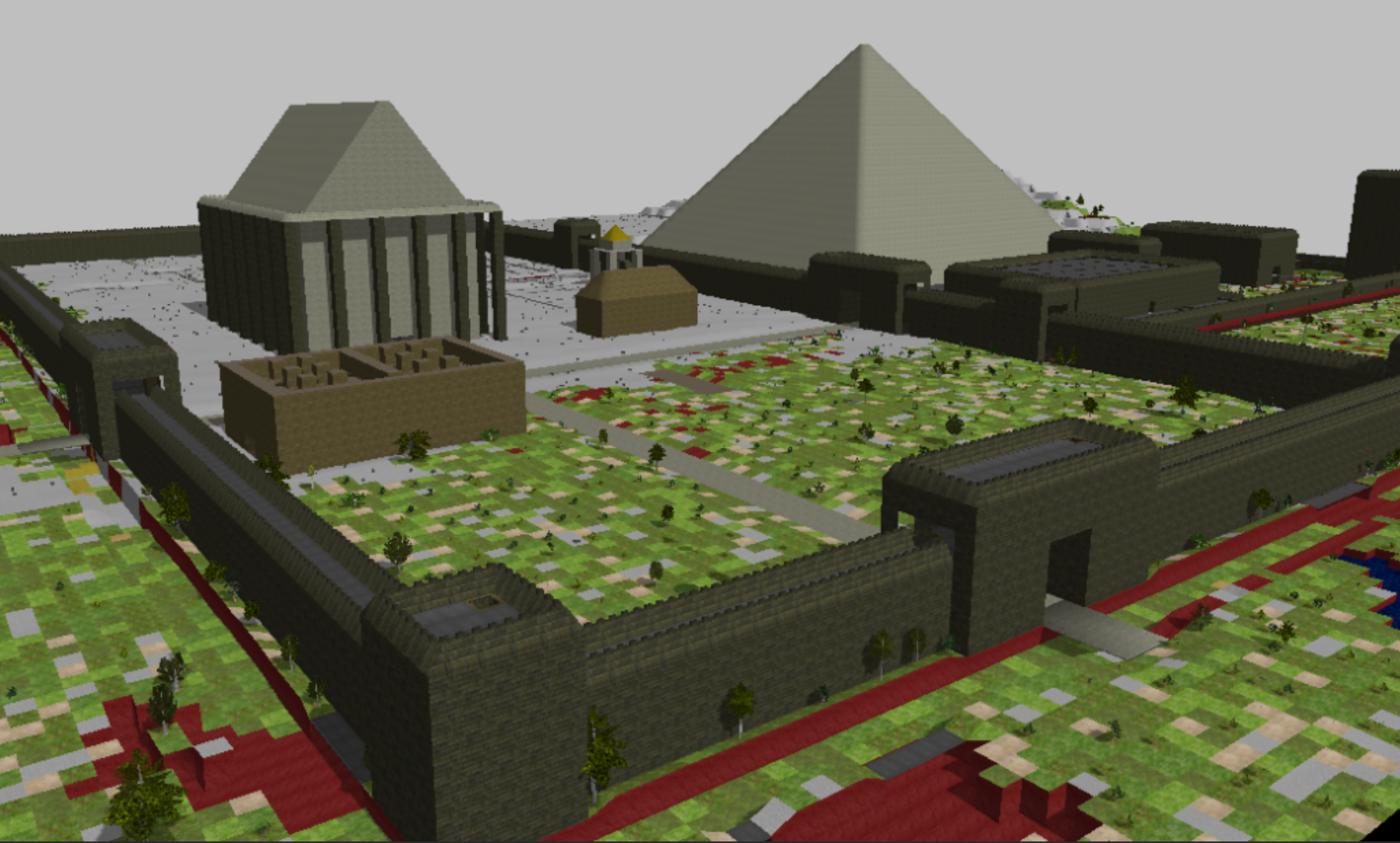
So...much....awesome. Emperor nuthulu has gone insane!

Requesting dorfing, Call the dwarf nuthulu, any occupation that you choose. If you could have it hang out in Eagles old cave that would be nice, if the cave hasn't been converted into some sort of death chamber.

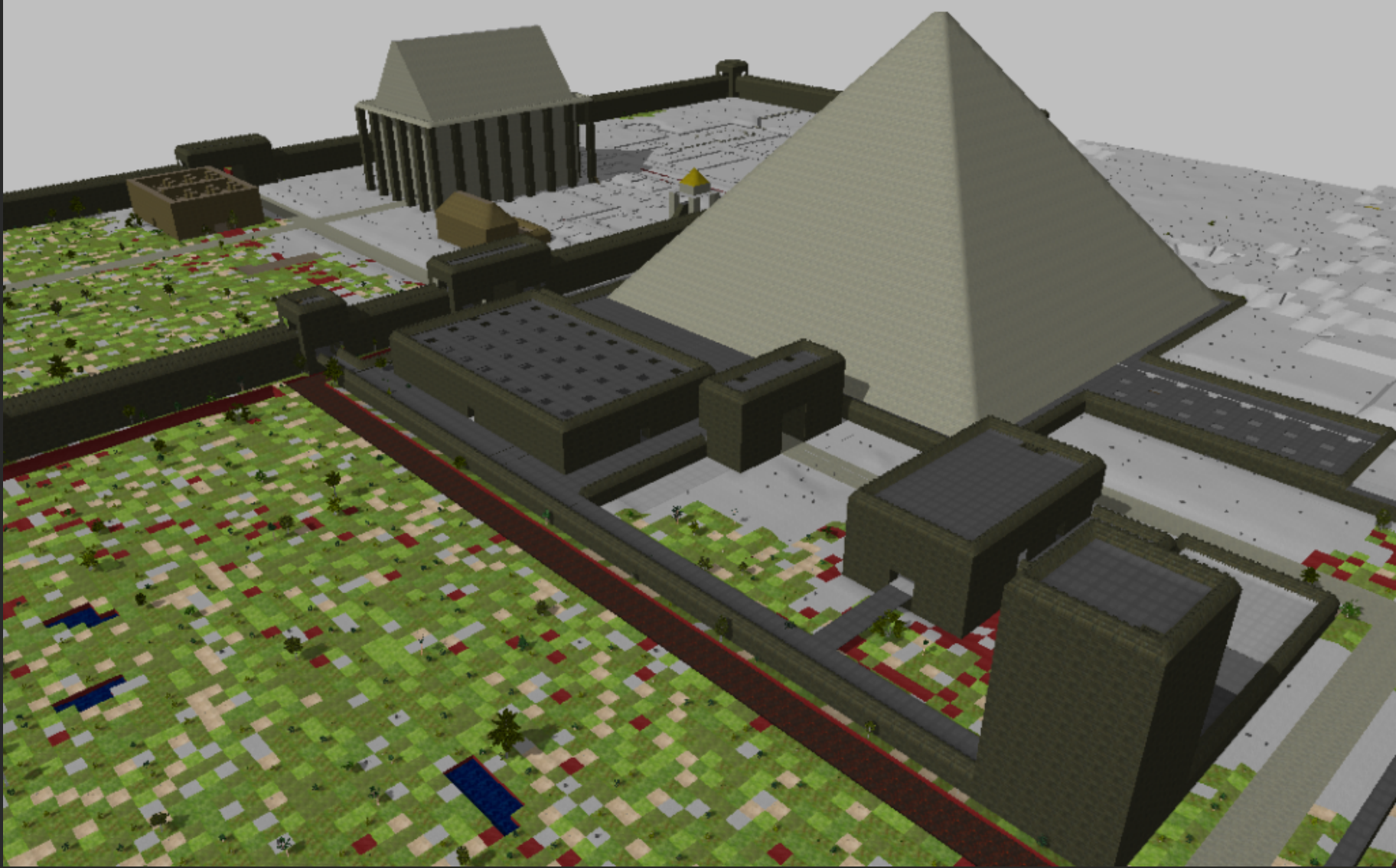
Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 03, 2011, 01:41:33 pm**

Lets take a tour of the fortress in Visual Fortress. Heres Blockedlance, the wretched pit of despair after 87 years of settlement, in all her glory!

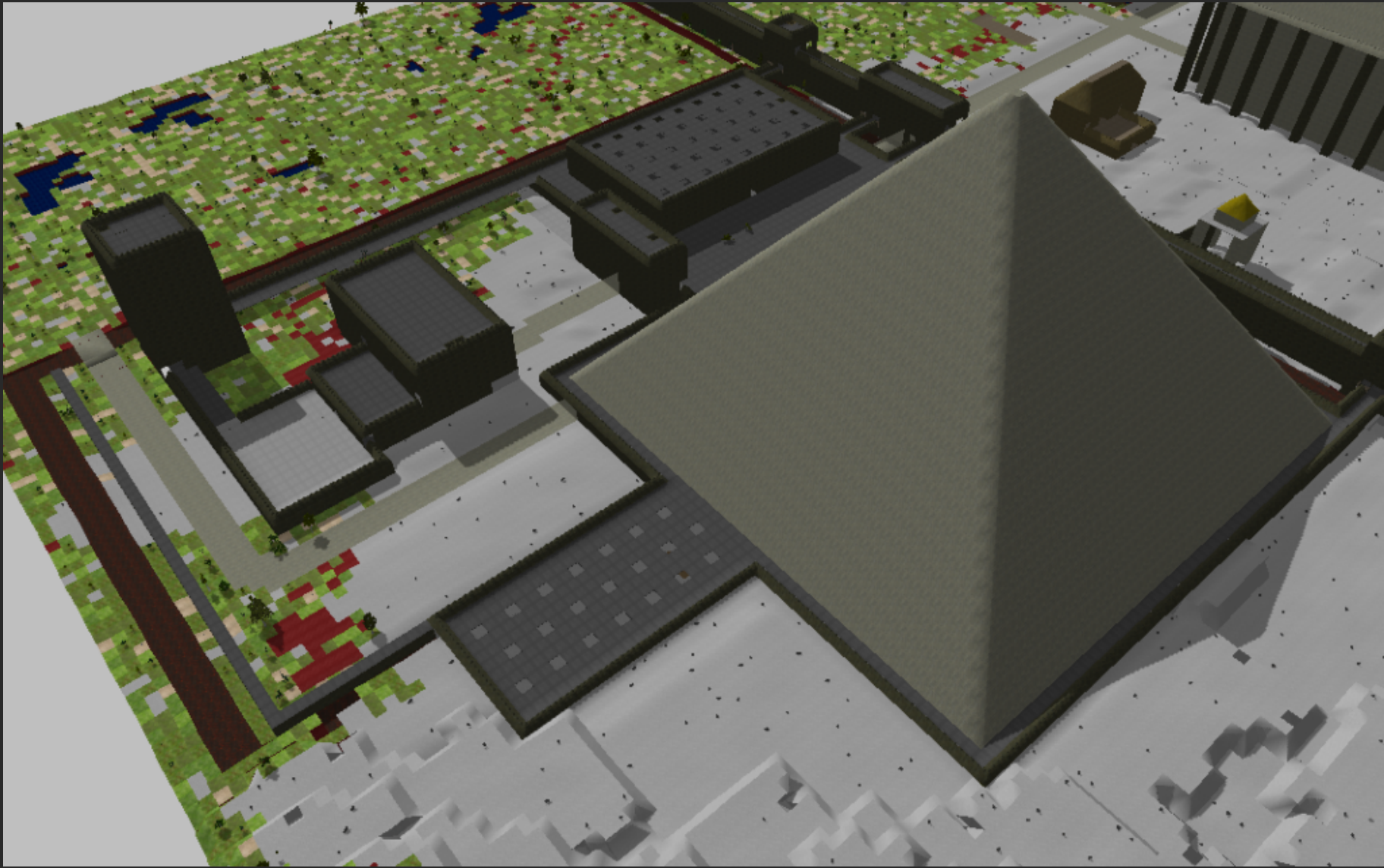
Spoiler: Fortress (click to show/hide)



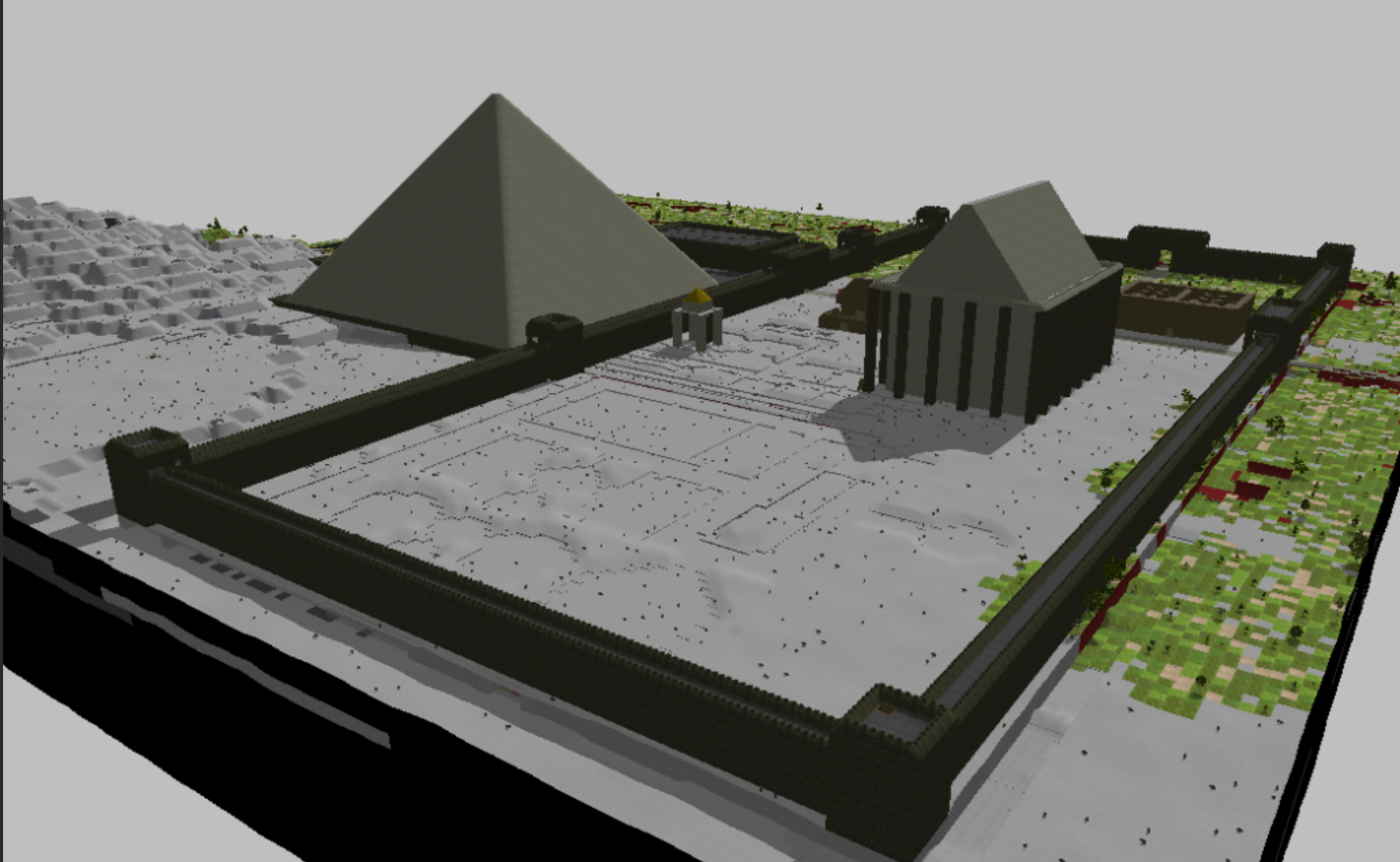
The wooden surface city begins.



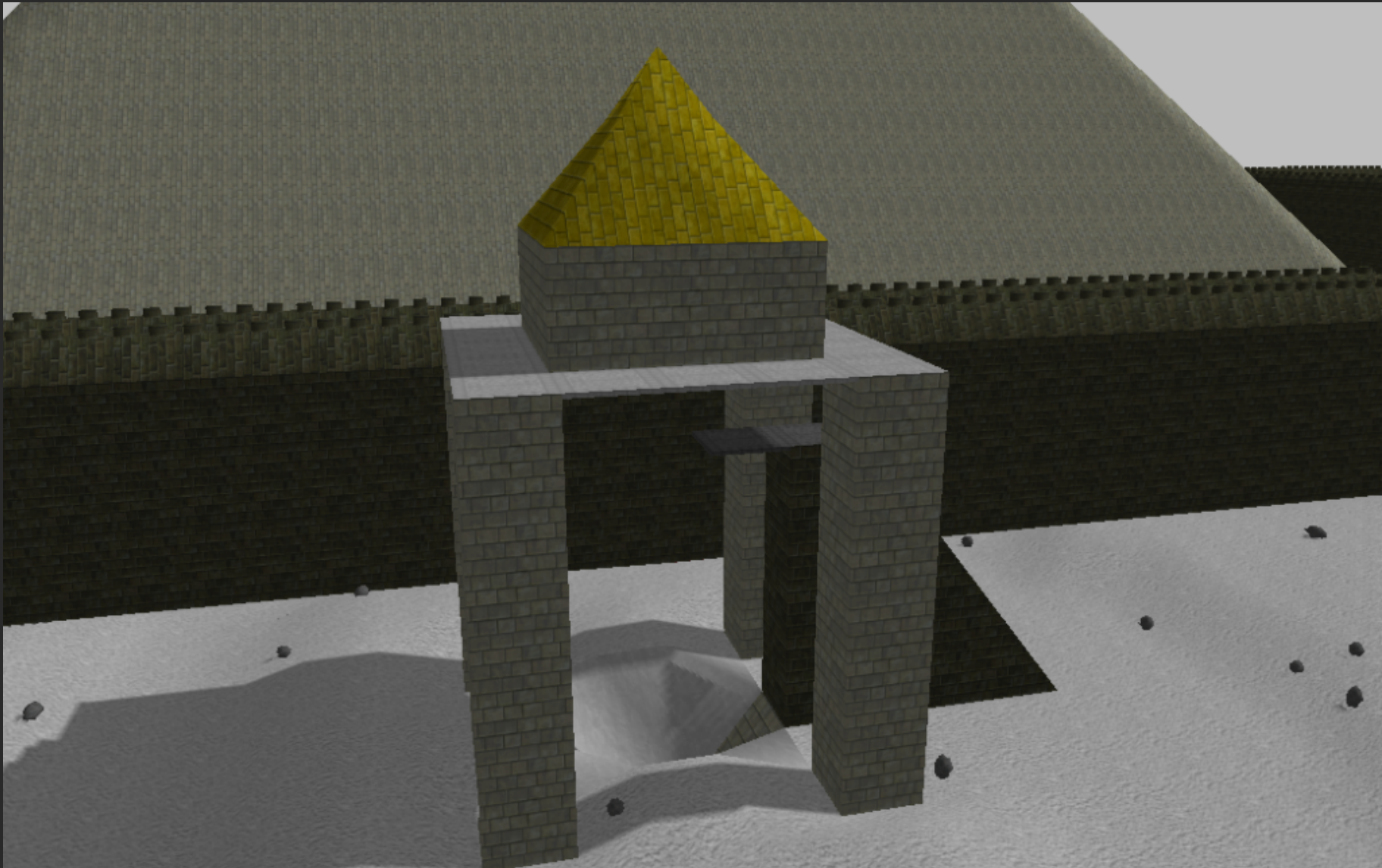
Heres some more angles of the fortress.



And here is the back of the temple courtyard, where the surface dwellings will one day expand out into.

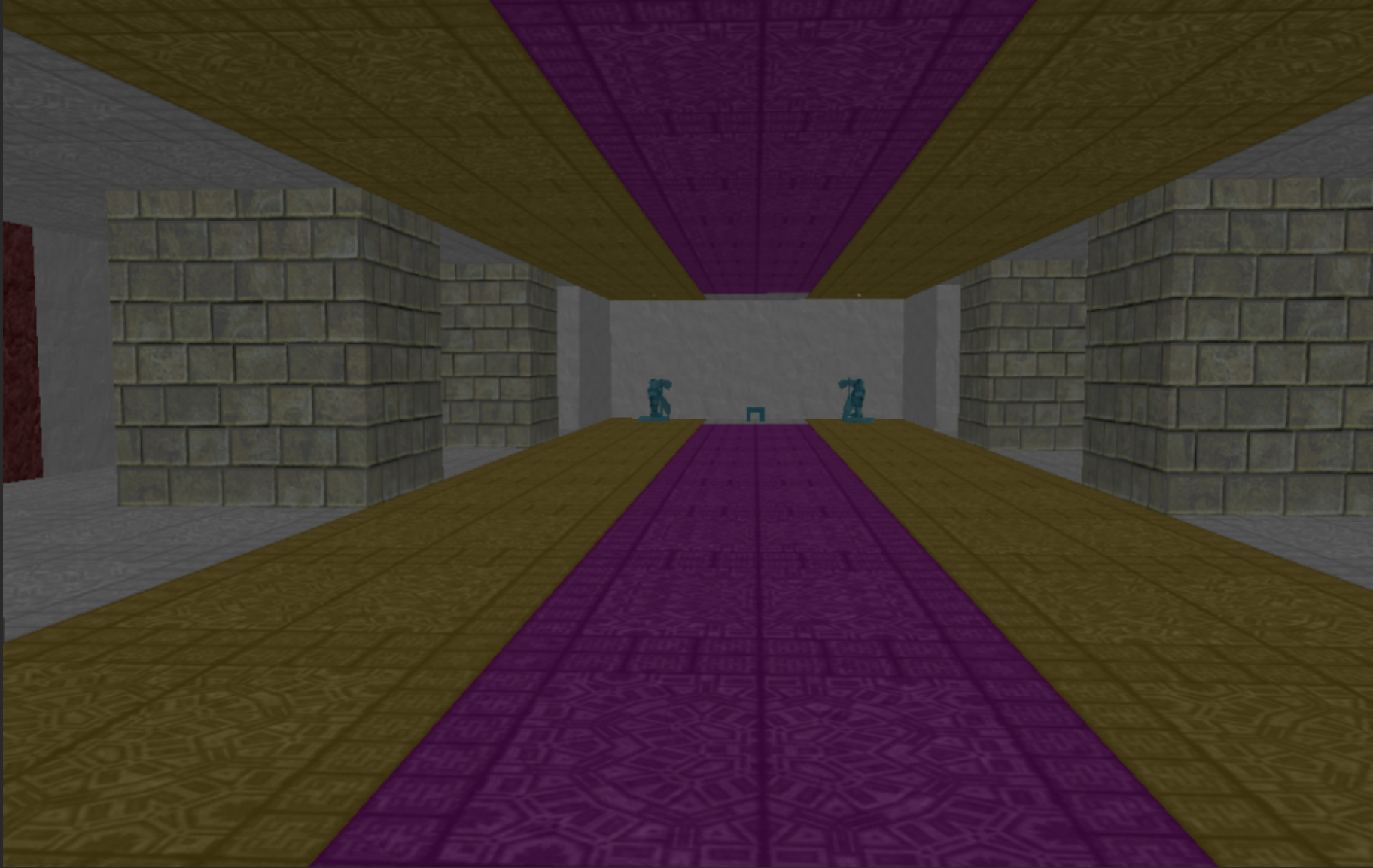


Heres a close up of the stairway to heaven for no reason...

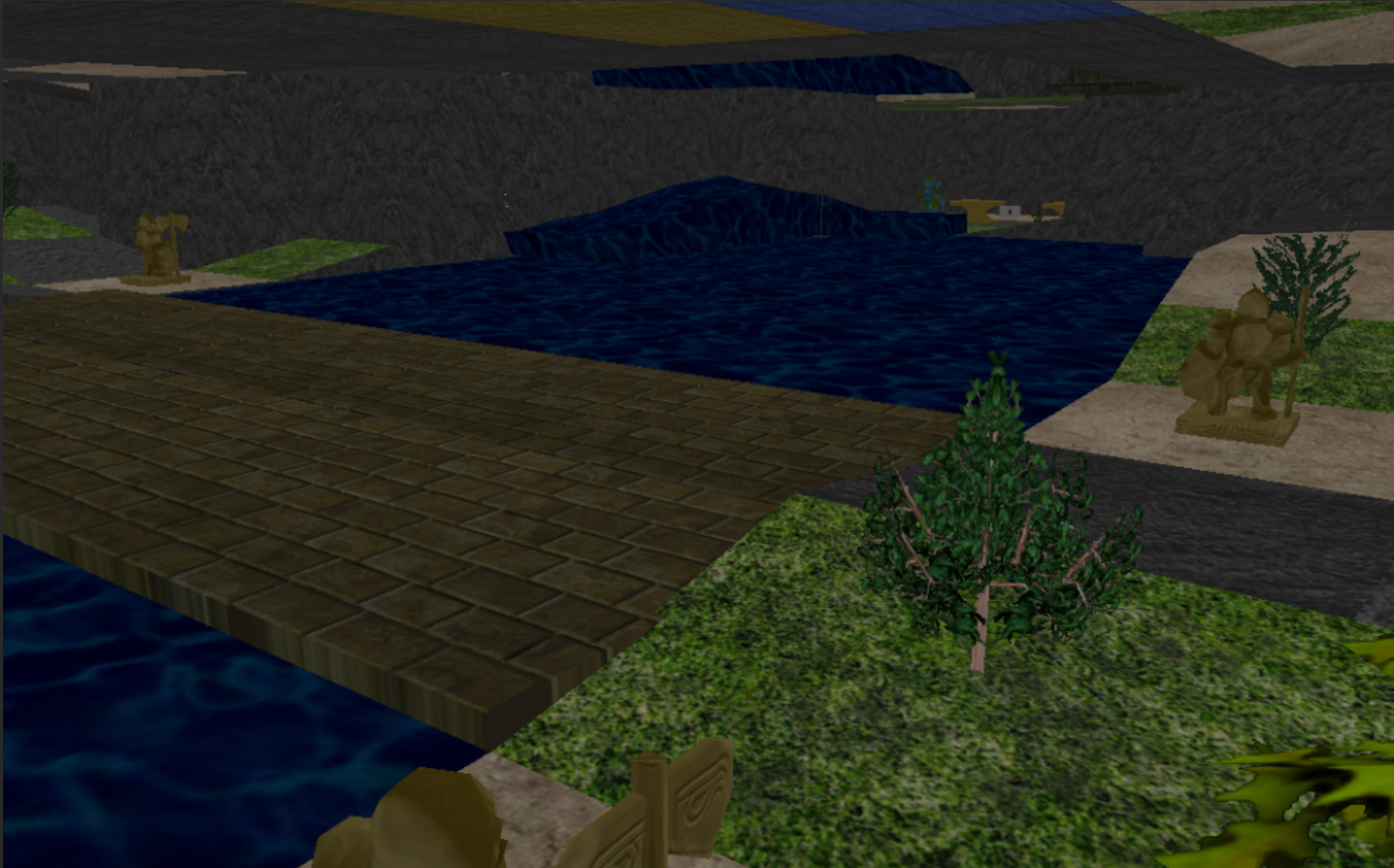


[Spoiler: Palace](#) (click to show/hide)

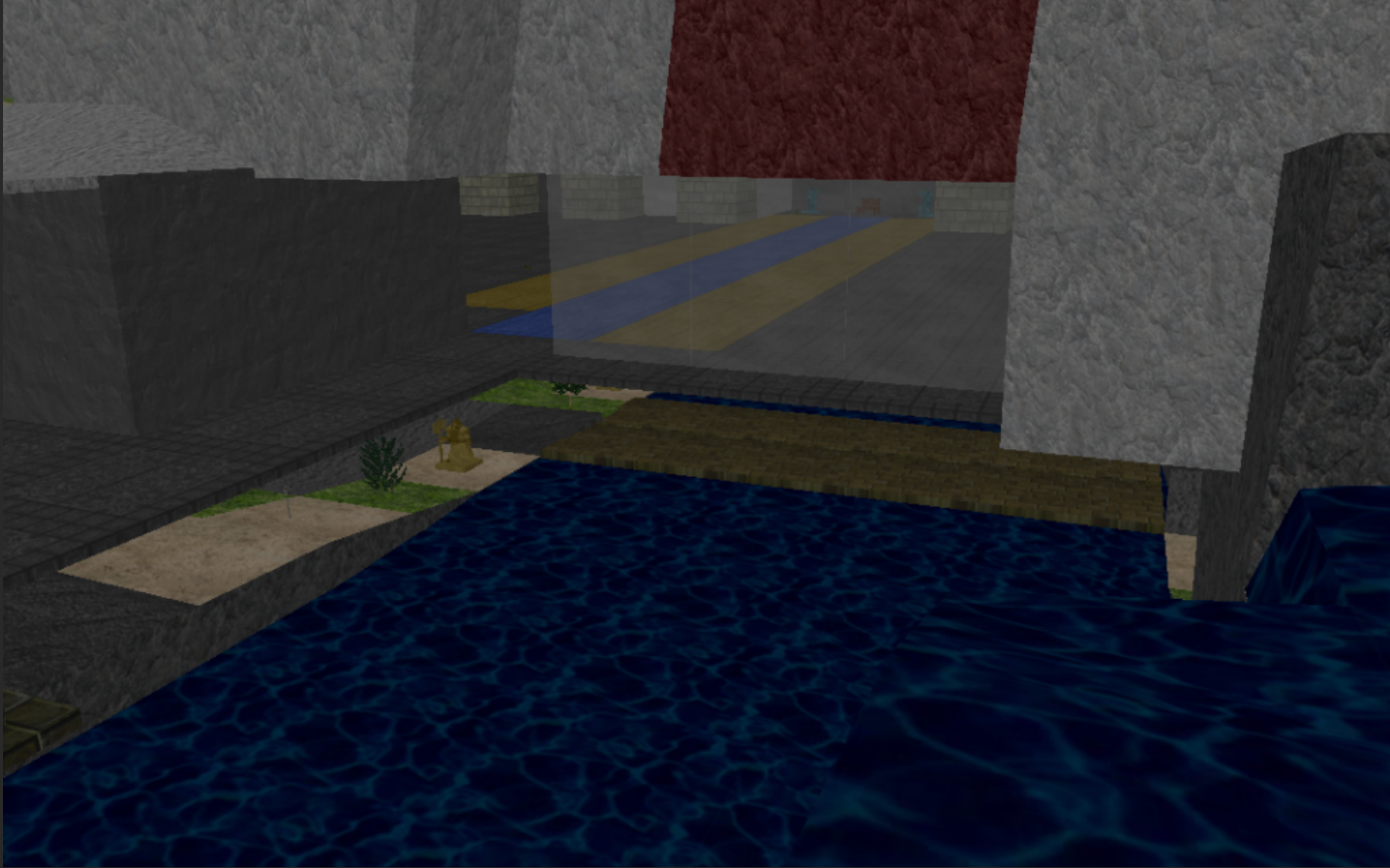
Now lets go down below. Lets see how the Empress lives. Here is her adamantine throne (stool?).



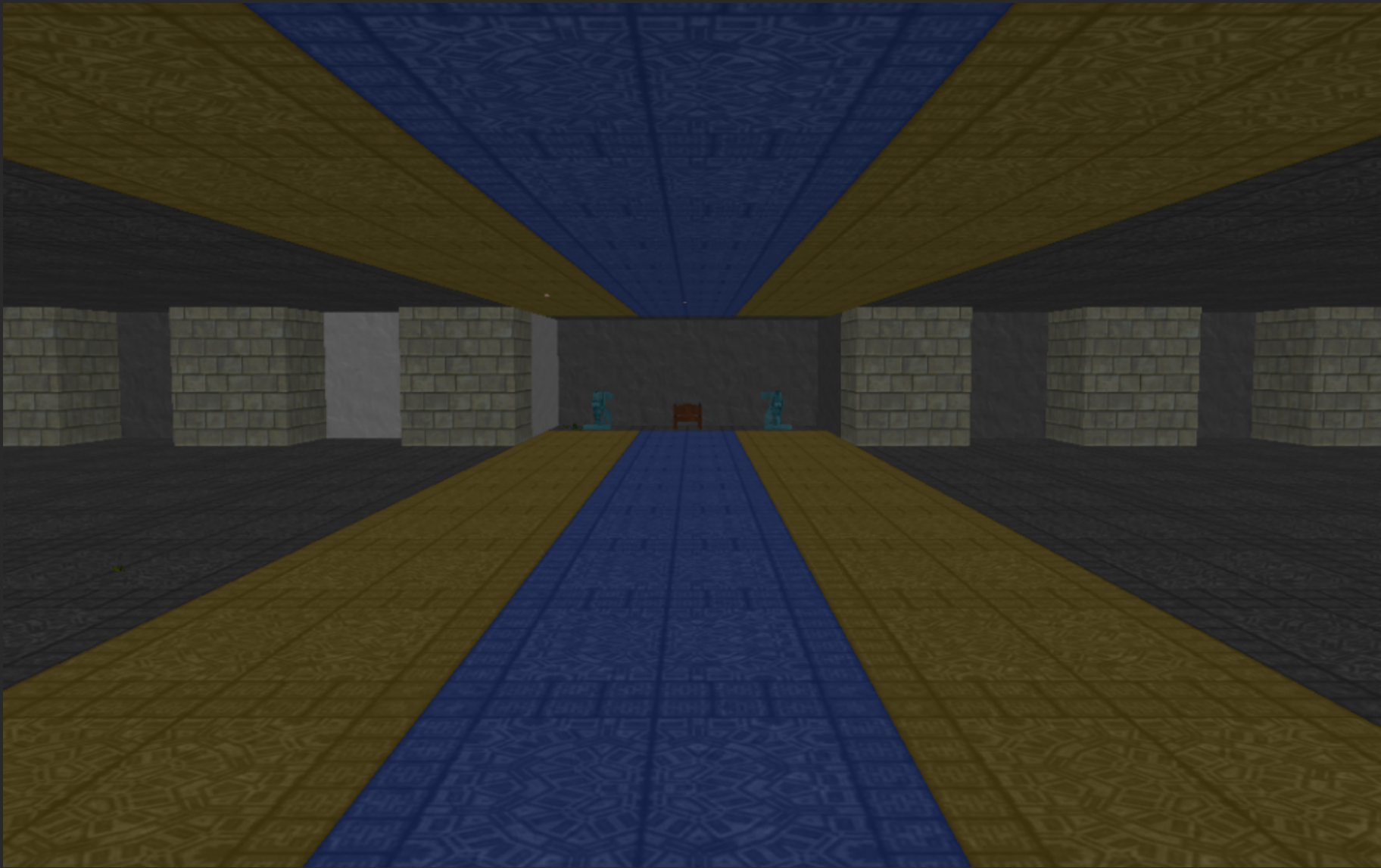
Here is her own private cave river and underground tree farm. Thats actually a waterfall although it may not look like it. Under the waterfall you can see the Empress' little breakfast nook with adamantine statues and gold and platinum furniture.



Heres the view from the top of the waterfall. You can also see into the Empress palatial bedroom.

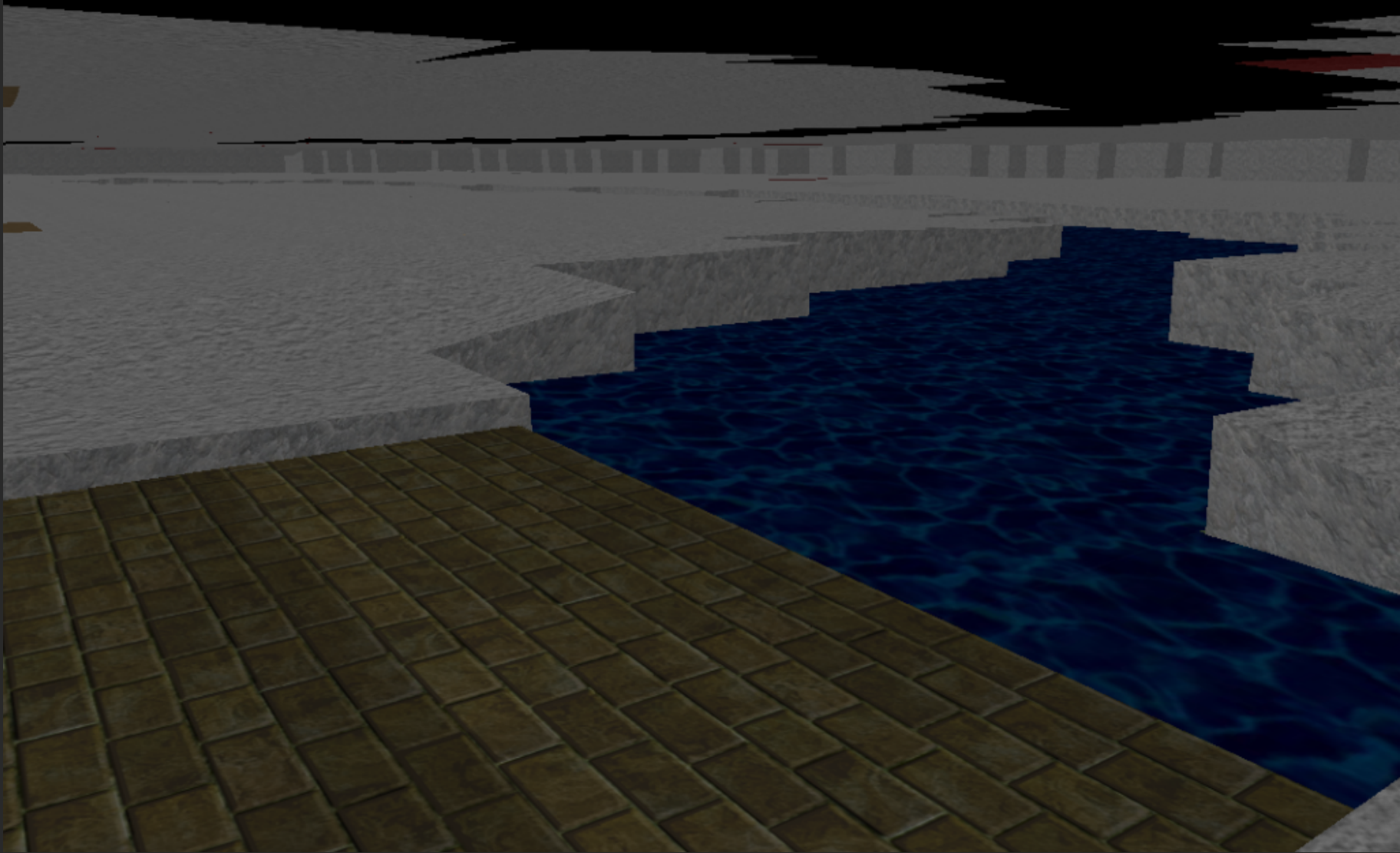


Here is her bedroom and the gold line cobaltite that leads to her bed. Theose are aluminum pillars all around the room, and in between there are steel armor stands and weapon racks.

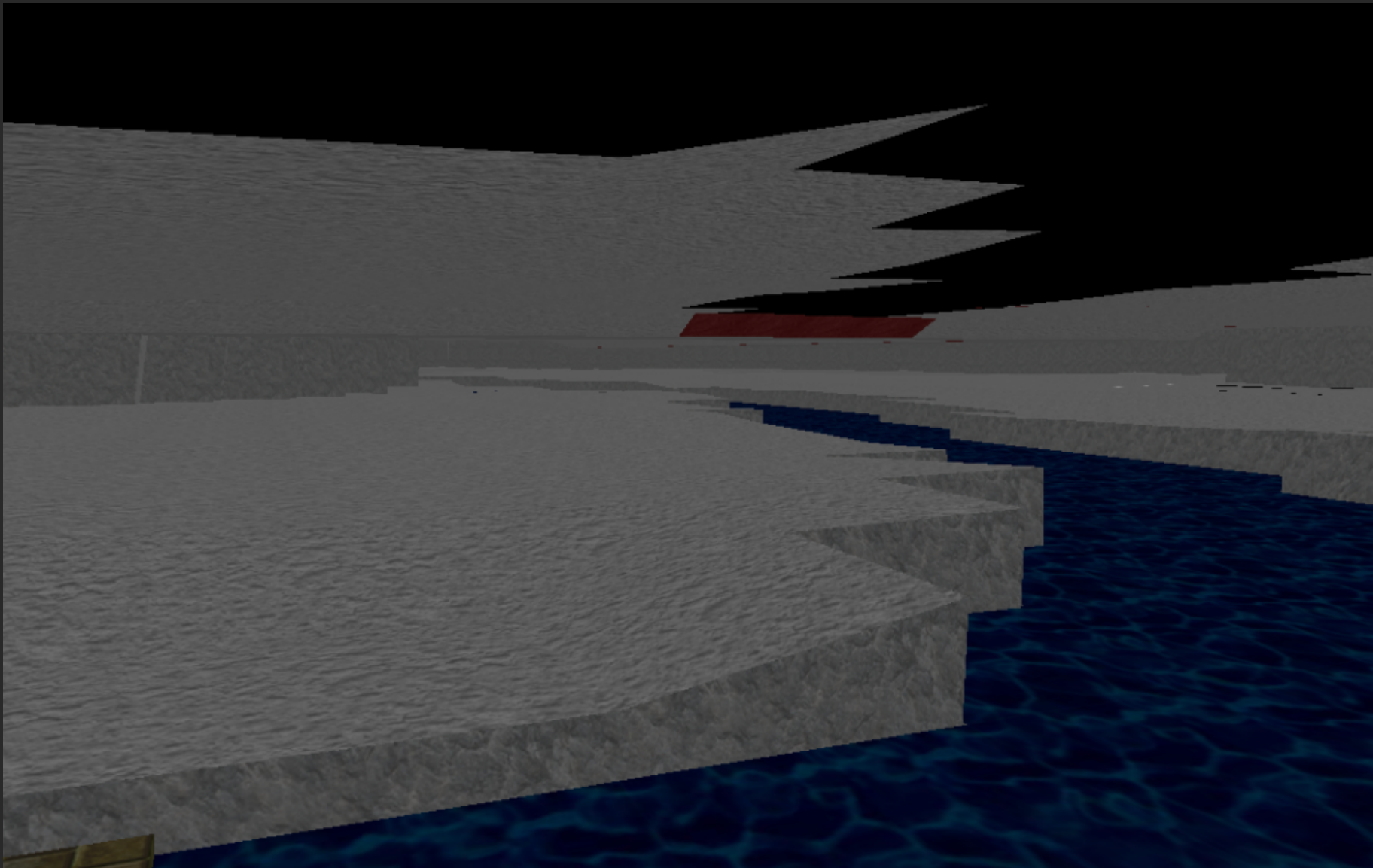


[Spoiler: Nobles Stuff](#) (click to show/hide)

The nobles dont have it so bad either though. Heres the noble cave river.



Its massive. I have not started growing the tower caps yet, but they will be there soon. Here is a shot of the vast cave river from the same spot as above, but turned around.



And when they get bored, theres always some sports or arena fights to watch from one of the legendary dining rooms.

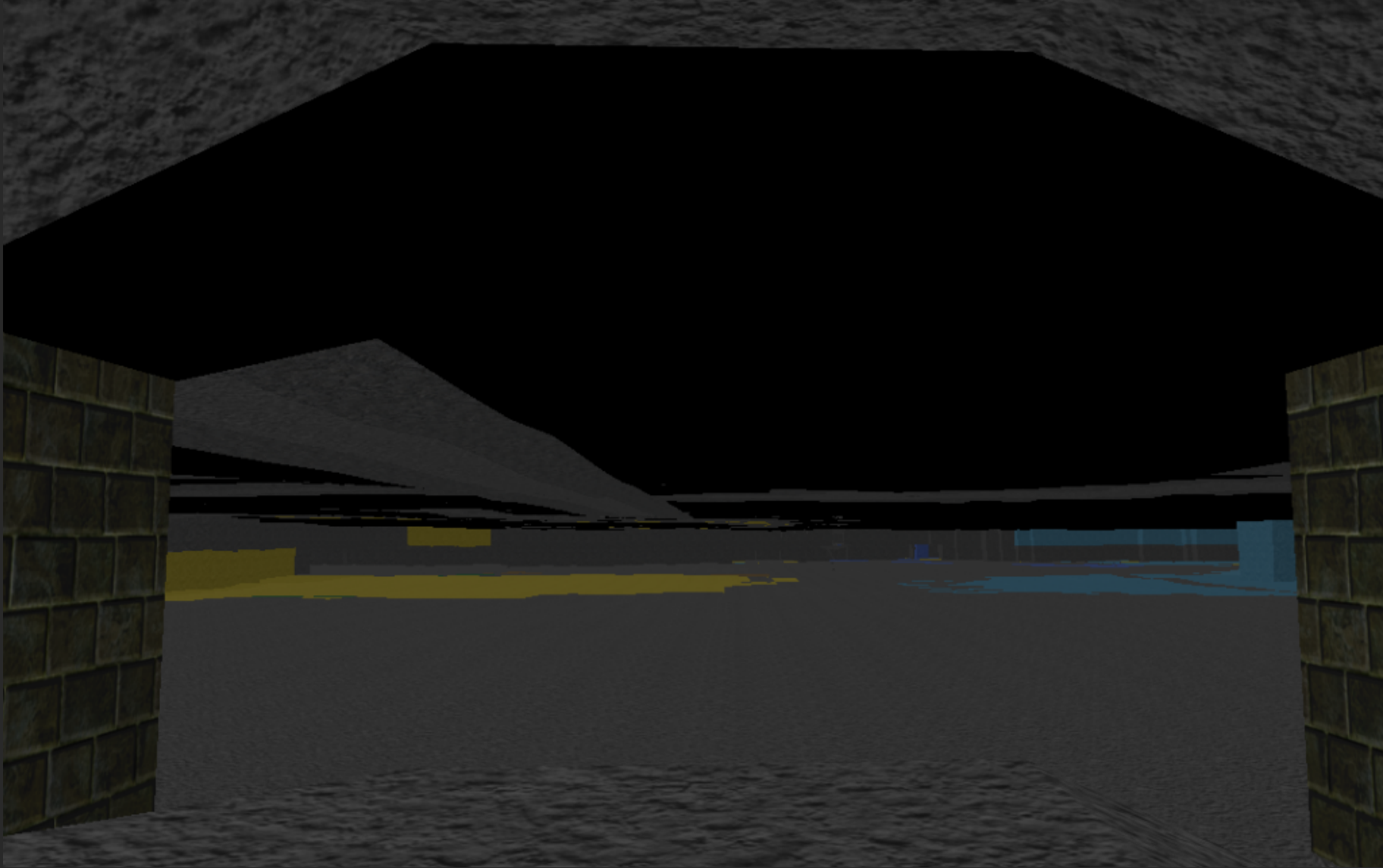


Spoiler: Valhalla Cave (click to show/hide)

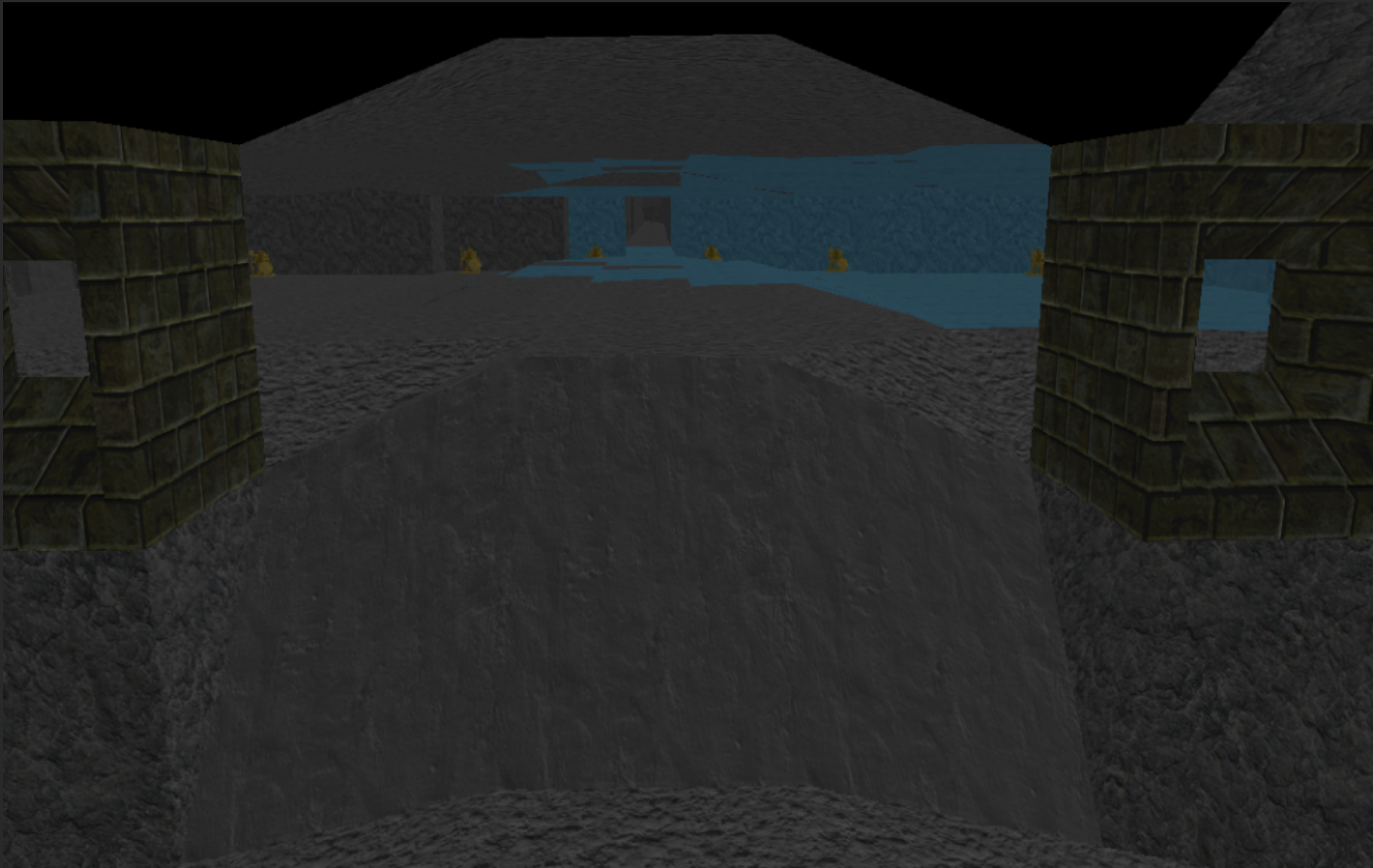
But the most respect goes to our dead warrior heroes. Welcome to the huge ass and still unfinished Valhalla Cave. Lined by six gold statues to the sides of the entrance.



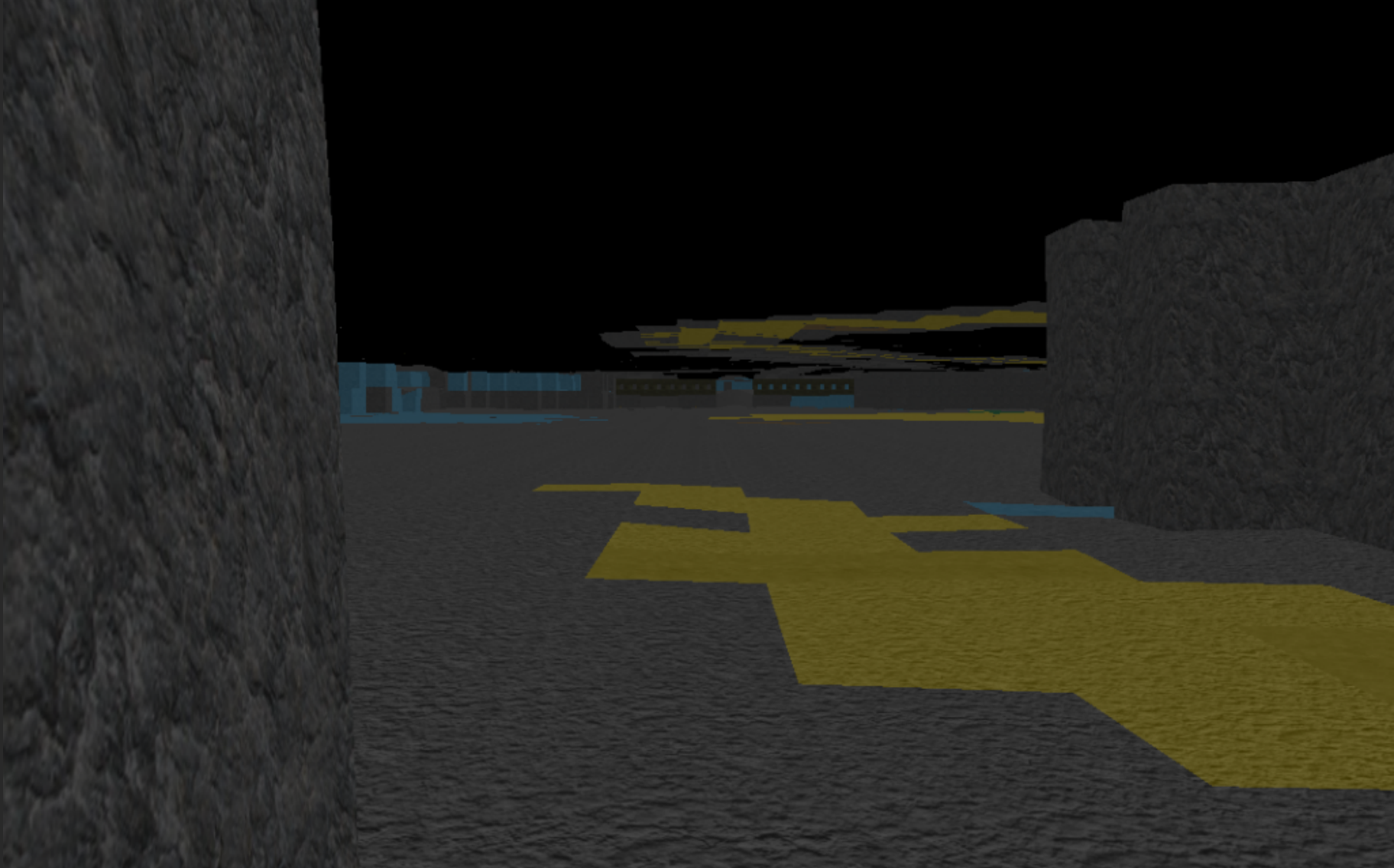
Stepping forward past the entrance to the foyer overlooking the cave, one can begin to appreciate its size. There are also paths to the left and right for the second level tombs.



Forward through the entrance way to the main chamber, we turn around to look back at the entrance. You can see the gold statues. There's more below too.

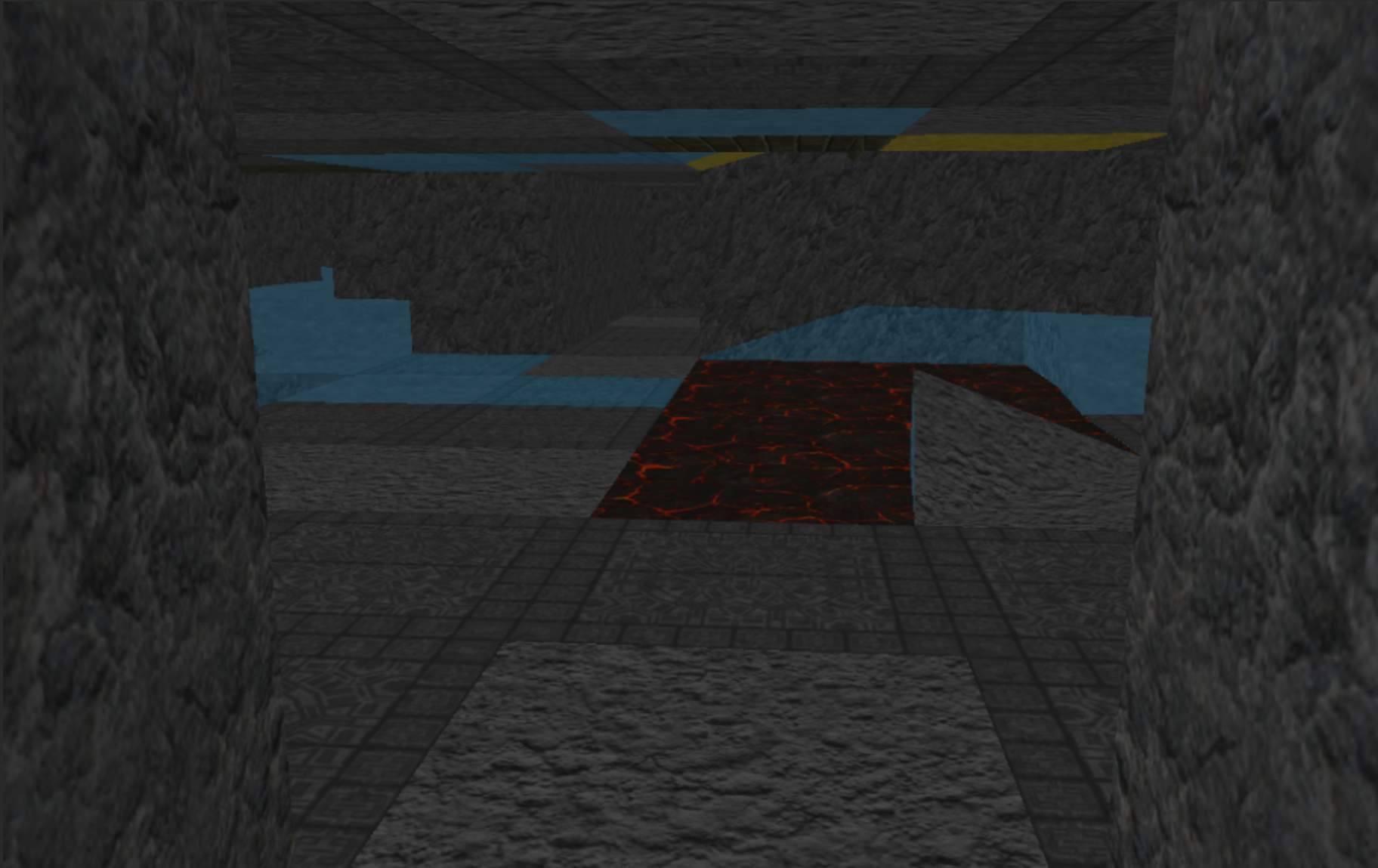


Traveling backwards from the ramp all the way to the far wall you can see the entrance fade into the distance.

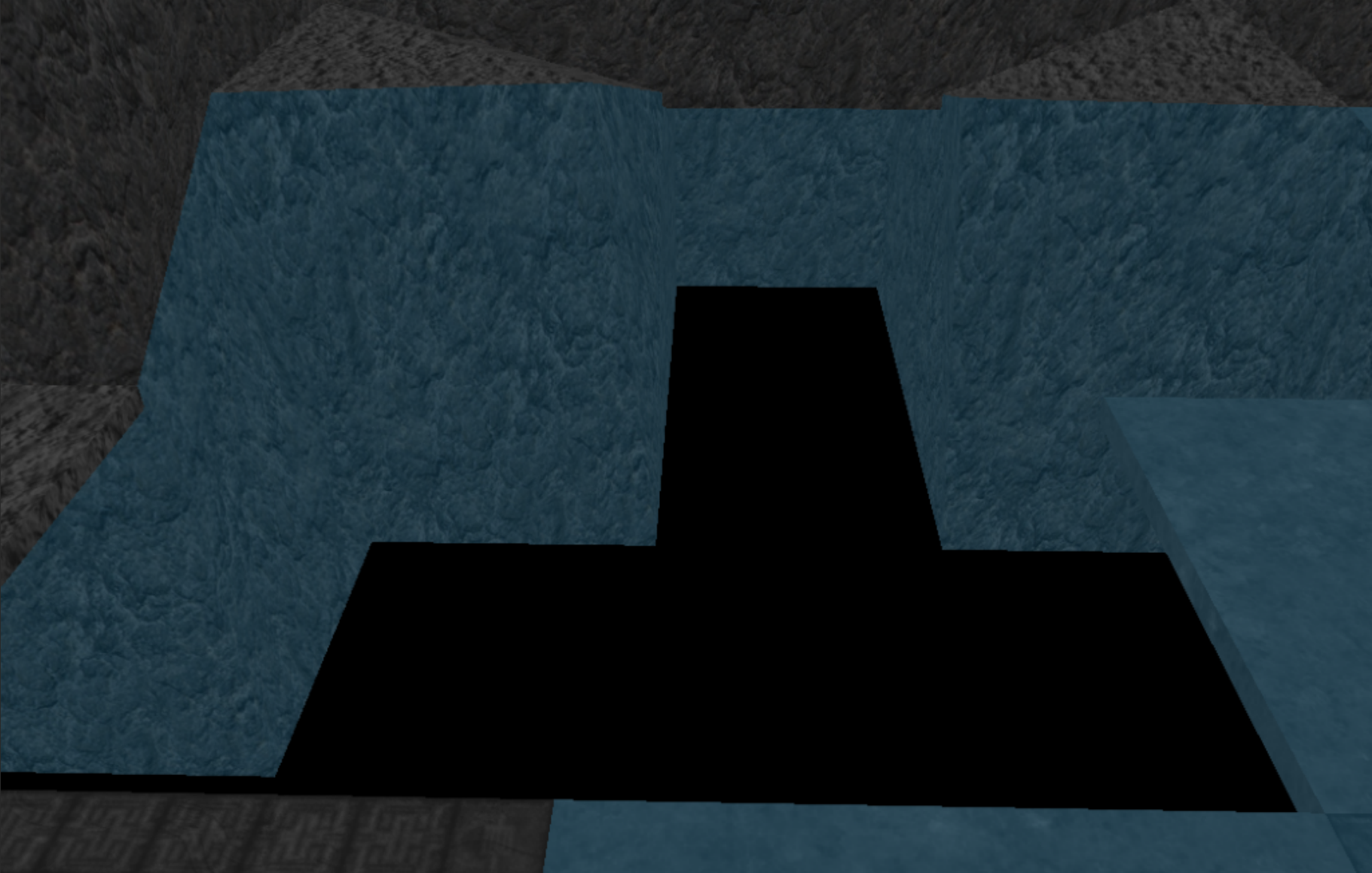


[Spoiler: Hell](#) (click to show/hide)

And for no reason here is the area of the hell pit. This is the view the original miner would have seen over 80 years ago when the demons were first unleashed.



And here is the 'glowing' pit itself in Visual Fortress. Fucking microcline.



Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 03, 2011, 01:42:38 pm**

Quote from: EmperorNuthulu on April 03, 2011, 01:10:05 pm
So...much....awesome. Emperor nuthulu has gone insane!

Requesting dorfing, Call the dwarf nuthulu, any occupation that you choose. If you could have it hang out in Eagles old cave that would be nice, if the cave hasn't been converted into some sort of death chamber.

Sure I can put you in, but Eagles Cave is still occupied. :) He'll probably die in a couple decades. Ill let you have the cave then if your character is still alive and if the story is still going on.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **peregarrett** on **April 03, 2011, 01:54:14 pm**

Quote from: MrGimp on April 03, 2011, 12:55:00 pm
Quote from: peregarrett on April 03, 2011, 11:53:10 am
...Dig Deeper...
At the moment the Khamerites are just there to build a surface city for the cool factor in the visualizer. Ill think about it.

Sure, we have to go on with building. We should do just as usuall, so no one suspects we're having something in minds!

Views are really awesome!

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **EmperorNuthulu** on **April 03, 2011, 01:59:05 pm**

Eagles alive? Maybe just have the dwarf mine out a little area for itself in the fortress, and wall it off. What you do with it then, is up to you (I've got my money on being thrown into the glowing pit). Also the visuals are very nice, I didn't realise just how big the pyramid was :o.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **JacenHanLovesLegos** on **April 03, 2011, 04:13:04 pm**

I like the orthoclase comment. Gives us a break from the drama and an insight into every-day fortress life.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Argonnek** on **April 03, 2011, 06:21:52 pm**

If I recall correctly, Argonnek the clothier died a while back. As such, I'd like to be dwarfed again. Any more clothiers? If there are, name one... *Clovos, slayer of all!* Or just Clovos. THERE MUST BE PANTS!

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Javarock** on **April 05, 2011, 05:08:41 pm**

How has my dwarf appeal to request his tower going?

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **DerÜbermensch** on **April 09, 2011, 10:13:44 pm**

I know I'm late on this, but here is a Christmas song for Blockedlance

A Blockedlance Christmas

It's Christmas Eve and Urist drops her fists around the nation
"I want some agricultural collectivization!"

There's nothing stirring in the fortress, it's quiet as quiet all night

Tomorrow if we're lucky, all the workers will unite
'Cos there's a elf skull up on the Christmas tree
A hammer for you and an battle ax for me
Good will to Dwarves, lets celebrate
By purging all the enemies of Urist!

Tomorrow I will hold you tight and kiss you my sweet darling
I'll give you chocolate Mogror's and a Christmas candy Urist
We'll play with Christmas toys wearing festive steel hats.
And hope for quick painless deaths.

'Cos there's a elf skull up on the Christmas tree
A hammer for you and an battle ax for me
Good will to all Dwarves, lets celebrate
By purging all the enemies of Urist!

After dinner we'll have lots of fun with Christmas games and laughs
We'll read some vellum books by Urist, Mogror and by Eagle
What Christmas cheer we'll have, oh yes, we'll never have a cheerier
And we'll send Khamerite scum to worth to death out in the above ground.

A elf skull up on the Christmas tree
A hammer for you and an battle ax for me
Good will to all dwarves, lets celebrate
By purging all the enemies of Urist!

Come join us
Bu purging all of the enemies of Urist!

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **DerÜbermensch** on **April 09, 2011, 10:14:07 pm**

Double posted :V

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 12, 2011, 03:51:11 pm**

lol! Cool.

Ahhh, I remember the days of the workers revolution! Back i n the days of liberty, equality, and fraternity, when the workers united against that bitchy Queen Cog. Who could have known that she was actually incredibly tame compared to Urist?

The workers rebelled in the name of communism and socialism. Urist led them in the name of stability. Once in power, Urist purged those who did not fit into her Utopian plan, and justified it through capitalistic social darwinism. Once she had achieved total control and wiped out all opposition, she settled into aristocratic Imperialism, and thus the cycle of revolution was complete.

Old System Decays -> Workers Rebel -> Workers Become the elite -> Leaders of the Elite Purge Enemies -> The New Elite Enslaves the New Workers For Profit -> New System Becomes the Old System

All thats left now is decay and ruin.

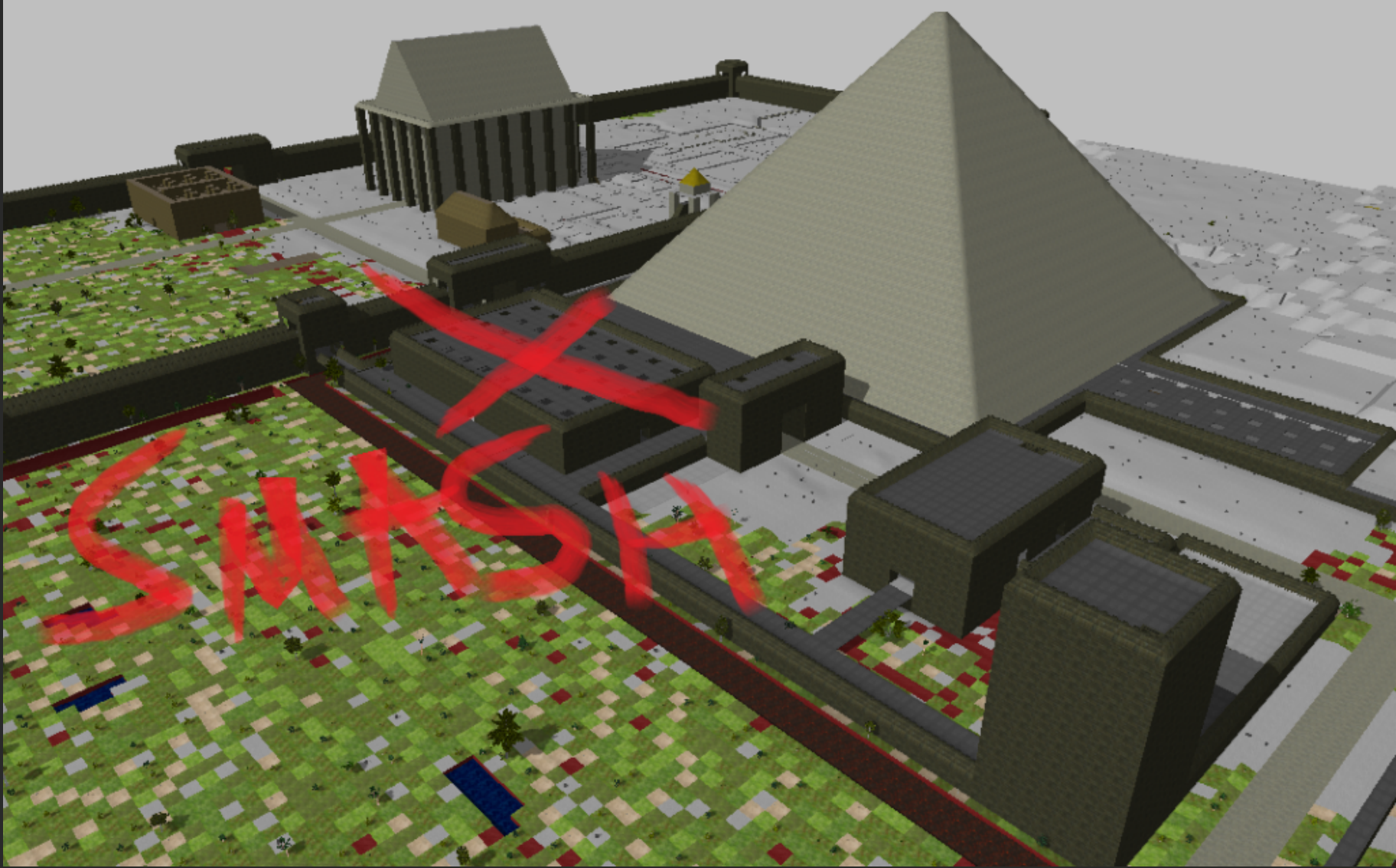
Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 12, 2011, 03:57:13 pm**

Quote from: Javarock on April 05, 2011, 05:08:41 pm

How has my dwarf appeal to request his tower going?

After rummaging through Imhotep's old office, young Giovanni got hold of the old master architect's plans for a tower over the front entrance of the fortress. It had been a wide-eyed dream of Imhotep's, and now Giovanni would steal his glorious plans. Would he be able to match the architectural genius of Imhotep? Only time would tell. Giovanni cared only to convince the Empress of the necessity of a great tower.

He made his presentation to her in her throne room where he unveiled his elaborate blueprints.



Impressed by the crude MS Paint craft, Urist relented. There would soon rise a great tower over the fortress entrance.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 12, 2011, 04:01:44 pm**

Quote from: Argonnek on April 03, 2011, 06:21:52 pm
If I recall correctly, Argonnek the clothier died a while back. As such, I'd like to be dwarfed again. Any more clothiers? If there are, name one... *Clovos, slayer of all!* Or just Clovos. THERE MUST BE PANTS!

Ok Ill put you back in, and yes we actually need a clothier (EVERYONE is naked, wearing only mud and vomit). Heres the list of dwarves to be added. Ze Spy, still waiting on a name for your next dwarf. Let me know if I have forgotten anyone else.

Übermensch
Nuthulu (Hermit)
Clovos (Clothier)

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **DerÜbermensch** on **April 12, 2011, 05:35:27 pm**

Can I be a Court Musician, if not, put me as a Clothier as well.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Ze Spy** on **April 18, 2011, 04:05:29 am**

Halp

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 22, 2011, 02:36:58 pm**

You already used Spaher. Hes lying safely in the catacombs for all eternity.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Ze Spy** on **April 23, 2011, 09:07:02 am**

Oh, right, forgot to delete that damn entry in the "List of Usable Characters.txt"

So, Urjael, Tactical Genius, then

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Argonnek** on **April 23, 2011, 12:04:06 pm**

As the clothier, I suggest a dress code for all dwarves. Shirts, trousers, socks and shoes for the peasantry, and maybe something with robes and hoods for the nobility. The queen, of course, gets whatever she wants.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **MrGimp** on **April 24, 2011, 11:52:04 am**

Chapter #21 - Skirmishes of Ragnarok

(Special Blood God thanks to Peterix for fixing the siege bug!!!)

The year 288 has befallen us.

Metropolis Rifotkûbuk, "Blockedlance"				1st Granite, 288, Early Spring		
Animals	Kitchen	Stone	Stocks	Prices	Currency	Justice
Created Wealth:	21259359*	Population:	113			
Weapons:	729849*	Miners	☹ 1	Champions	☹	12
Armor and Garb:	2774428*	Woodworkers	☹ 2	Axedwarves	☹	None
Furniture:	4009212*	Stoneworkers	☹ 2	Axe Lords	☹	None
Other Objects:	4601237*	Rangers	☹ None	Swordsdwarves	☹	None
Architecture:	4891896*	Metalsmiths	☹ 2	Swordmasters	☹	None
Displayed:	4090652*	Jewelers	☹ 1	Macedwarves	☹	None
Held/Worn:	162085*	Craftsdwarves	☹ 7	Mace Lords	☹	None
Imported Wealth:	1766225*	Nobles/Admins	☹ 14	Hammerdwarves	☹	None
Exported Wealth:	522333*	Peasants	☹ 12	Hammer Lords	☹	None
Food Stores:	20583	Children	☹ 33	Spearwarves	☹	None
Meat	None	Fishery Workers	☹ None	Spearmasters	☹	None
Fish	None	Farmers	☹ 25	Marksdwarves	☹	None
Plant	376	Engineers	☹ 2	Elite Mrksdwrvs	☹	None
		Trained Animals	☹ None	Wrestlers	☹	None
		Other Animals	☹ 28	Elite Wrestlers	☹	None
				Recruits	☹	None

MadMonkey24 couldnt help himself anymore. He was tired of the endless siege that these elves, kobolds, and goblins had laid around the fortress for decades. He marched into the prisoner stockpile, grabbed a goblin, and dragged him to the front of the fortress. He pulled the half-starved goblin out of the cage, and held it up so that the besiegers could see their brethren. Then MadMonkey threw the bastard back down on the cage traps, laughing wildly as he did so. Nickel bars sprung up all around the goblin. They were curved at the top, and met in the middle, forming a nickel cage. He was trapped (again). MadMonkey finished off the disgrace by flipping off the watching besiegers, then urinating on the poor caged goblin.

This offense brings us news we have not heard in many decades. It brings us news we are not prepared for.

The Enemy Is Upon Us!
A vile force of darkness has arrived!

The Khamerites were sitting ducks in the courtyard. Airag quickly ordered the gates shut. Thanks to the slow movement of goblins in armor, and the abundance of idlers in the courtyard, the bridges were raised before the goblins managed to march through them. Unfortunately, several Khamerites were outside the walls, gathering plants, wood, and other random junk. The eastern gate was still open, and they would have to scramble to get inside.

Along the south wall, Captain Coder and his marksdwarves fired down upon an approaching squad of goblins.



Goblin and beak dog were mowed down under a hail of bolts. Corcha continued to fire as her squadmates were forced to rush back to the barracks to get more ammo.



"If only the Stonecutters had placed bolt stockpiles in the towers once they had finished building them! Why oh why didnt they place bolt stockpiles?" Corcha was heard to lament.

Elsewhere on the walls, Kaberton was receiving return fire from some goblin bowmen. Amazingly, an arrow was sent up four z-levels, through some fortifications, and into Kaberton's upper body. He had been a miner, a Stonecutter, drafted for being a pagan, and now....now he was but a corpse. He bled to death there on that wall, a sacrifice to glory of the Blood God.

‘Kaberton’ Besmarkathil. Champion has bled to death.

It was at this inopportune moment that the Humans showed up...



Mogror Harbett and the Empress Urist had gathered at the top of the battlements to watch the battle. When they saw the human caravan they laughed out loud together. "What a bunch of idiots!" shouted Urist.

"Ha! Yes, your majesty! Look! They cant get in the gates. Well of course you cant get in the gates! Theres a siege on you bloody fools!" Mogror laughed heartily. "It will be interesting to see if they can make it to the open east gate."

"After breeding a couple more generations of cannon fodder, the goblins have finally found the bollocks to attack our home, and THIS is when the humans decide to attempt a run on the blockade?" Urist just couldnt believe.

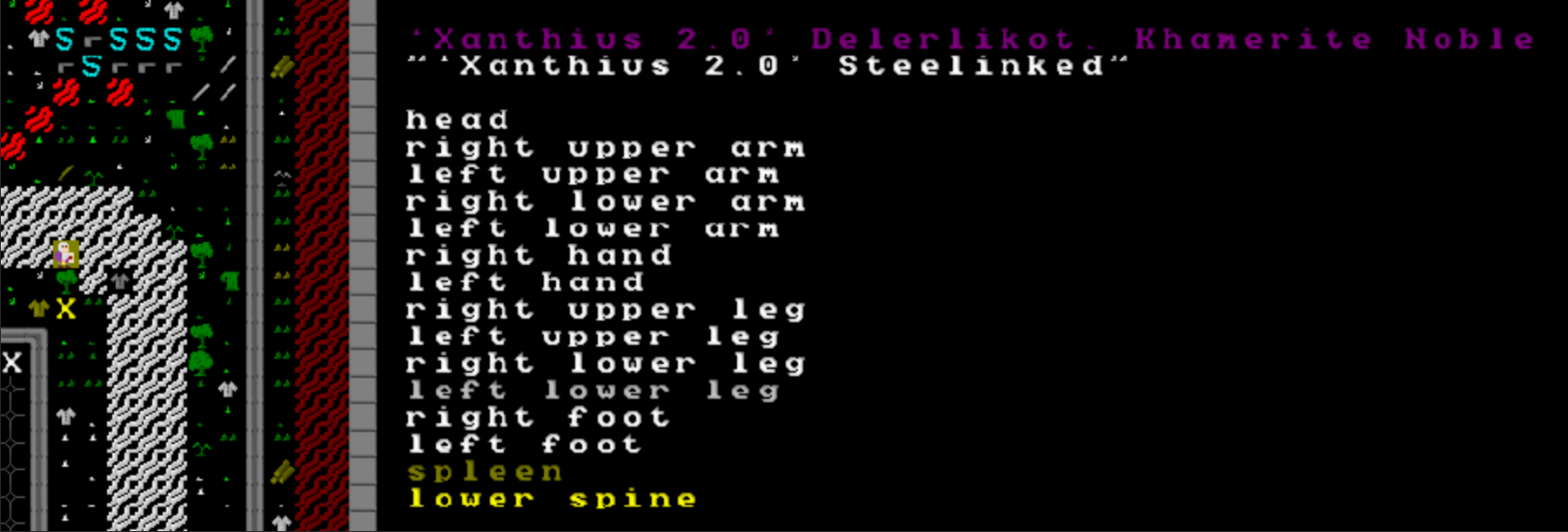
They watched as the caravan made its way around the south side of the fortress, running directly into a squad of goblins. Urist and Mogror laughed as the Humans tried to dodge the fireballs and turn and run the other way. Protected by the marksdwarves above, they managed to survive this encounter and continue on towards the east gate.



Over by the eastern gate, a squad of goblins was approaching. The Khamerites were attempting to run back behind the safety of the fortress walls, when all of a sudden, some kobold bowmen sprung an ambush!

An ambush! Skulking vermin!

Never before had any of the dwarves of Blockedlance seen a koblod ambush. Sure there had been thieves....and over the decades surely countless kobold thieves had managed to scurry away with the junk strewn all around the outer edges of the fortress. By now, Blockedlance was legendary among these kobolds as a den of wealth ripe for the taking. The poor sods stood no chance in reality....but managed to be a nuisance nonetheless.



Xanthius 2.0 received a kobold arrow straight to the lower spine. Not the kind of situation a Khamerite noble ever expected to find himself in, I bet.

A Human caravan guard named Birod chases one of the little buggers around the outer swamplands. It lasts quite a while, and eventually the kobold was killed. I couldn't help but hear circus music as I watched Birod running in circles after this guy.



As the caravan and Khamerites manage to flee into the fortress, another ambush of kobolds is sprung. Jazz is on guard.....but is busy catching some Z's.



The humans finish them off however, and Jazz wakes up in time to deal with a squad of Elves on horseback that show up and the end of the long invading rabble.



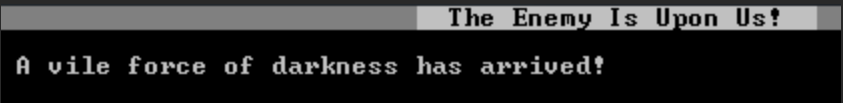
Goblins, Kobolds, and Elves....they had been besieging us or decades. Now their first wave has been wiped out. They had hoped to starve us into submission....but now....now look at them. Bloody burnt corpses on the ground. Good riddance.

Even the combined might of three races cannot defeat us!

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Tradanbattlan** on **April 24, 2011, 11:58:13 am**

Poor kobolds.
May their adorable little eyes rest in peace.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **EmperorNuthulu** on **April 24, 2011, 12:33:16 pm**



Isn't there already the vile force of darkness that exists from the crazy armok worshipping dwarves? If anything it's a vile force of crusaders :P.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Yoink** on **April 25, 2011, 01:58:19 am**

Awesome! Great to see that bug fixed, and great to see some more wide-spread chaos happening! :D

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **peregarrett** on **April 25, 2011, 02:15:29 am**

United forces of goblins, kobolds and elves have fallen under the impassable walls of Blockedlance!
So awesome. Waiting for more!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **April 25, 2011, 11:11:20 pm**

The summer rains began. And they continued all year. It had rained before, and filled the old murky pools of the south swamps....but now it continued raining as the water spilled out into the outer ditch around the temple courtyard walls.



I dont know why it started spilling so much water all of a sudden....temperature and weather has always been on....but the courtyard ditch is now filling with water. It continues until the moat is completely filled with water. I guess I can turn it to magma now....but I was wanting to wall the murky pools off first. Stupid monsoon rains!!!

Oh well. Life goes on.

Urist Sibrekkezat Anugrobek. Empress has given birth to a boy.

Dwarves die and dwarves are born. Some cosmic wheel somewhere keeps spinning....or something like that.

288 is also the year where the dwarves finally start to feel a little ashamed for being naked all the time. Early on, the inhabitants of Blockedlance had raided goblin caravans for silk. Even the poorest of dwarves wore elaborate silk robes. But then those robes had rotted away, and with only humans and dwarves to trade with, the dwarves had clothes of only leather and cloth. When the caravans stopped coming, and the leather and cloth had rotted off their bodies, the dwarves had become accustomed to wearing only mud, blood, and vomit to hide their ugly bits. They had done so for many decades. Being the party-animal alcoholics that they were, it had not bothered them too much.

All but one dwarf....a dwarf Urist had come to call Clovos.

S: 140 'Clovos' Kodendok. " 'Clovos' Blotattic". Kurkish Clothier

'Clovos' Kodendok has been ecstatic lately. She slept without a proper room recently. She has been annoyed by flies. She was glad to have punishment delayed recently. She had a fine drink lately. She has been tired of eating the same old food lately. She talked with a sibling lately. She was irritated by the sun lately. She admired a completely sublime Floor Grate lately. She formed a grudge recently. She was caught in the rain recently. She has complained of thirst lately. She is the daughter of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazeecraft. She is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Clovos' Kodendok likes Garnierite. Platinum. Red flash opal. Akigagak leather. the color lemon and gauntlets. When possible. she prefers to consume Dwarven wine and Dimple cup spawn. She absolutely detests toads. She is very friendly. She is grounded in reality. She does not have a great aesthetic sensitivity. She dislikes intellectual discussions. She is slow to trust others. She is not straightforward when dealing with others. She is not easily moved to pity. She has a sense of duty. She doesn't go out of her way to do more work than necessary. She is occasionally given to procrastination. She needs alcohol to get through the working day.

'Clovos' Kodendok has become a Clothier.

Clovos was obsessed with restoring the civilized dignity of clothed sentient beings. As long as there was breathe in his lungs....he swore there would be pants!

Clothier's Shop (CLT)
Make plant fiber trouser R

Two other dwarves gained notable names this year.

One dwarf has become socially awkward, and quite paranoid after the death of his brother Afrosquirrel. All he wanted was to hide away from the crazy dwarves he was trapped with. His hermetic tendencies were held back by his loyalty and love of his family...but he knew that when he got his chance he would leave this cursed death pit. His morose anti-social behavior was noticed by the Empress, and she gave him the name 'Nuthulu'.

S: 138 'Nuthulu' Luzatcatten. " 'Nuthulu' Rubbedchannel". Kurdish Hermit

'Nuthulu' Luzatcatten has been happy lately. He has been tired of eating the same old food lately. He was irritated by the sun lately. He had a fine drink lately. He talked with a sibling lately. He admired a splendid Restraint lately. He slept without a proper room recently. He had a pretty decent drink lately. He was caught in the rain recently. He has complained of the lack of dining tables lately. He is the son of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazecraft. He is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Nuthulu' Luzatcatten likes Anhydrite. Bronze. Pineapple opal. mule leather. pearl. the color fern green. hatch covers and giant rats for their strength. When possible. he prefers to consume one-humped camel cheese and Dwarven wine. He absolutely detests lizards. He rarely feels discouraged. He is assertive. He dislikes intellectual discussions. He is candid and sincere in dealings with others. He needs alcohol to get through the working day. He does not mind being outdoors. at least for a time.

Another dwarf in the Kurkish clan touched Urist much more deeply though. He had taken up his dead father's rose quartz grunge harp, and though the poor young dwarf made the fortress halls an unbearable place to be when he played, Urist had faith that with practice he could one day be as melodic and yet chromatic as his grunge harpist father. From now on, the young musician would be known as 'Ubermensch'.

S: 129 'ermensch' \nulzareth. " 'Ubermensch' Mirrordesert". Kurdish Musician

'Ubermensch' \nulzareth has been ecstatic lately. He had a fine drink lately. He talked with a sibling lately. He slept without a proper room recently. He was glad to have punishment delayed recently. He admired a fine Paved Road lately. He has been tired of eating the same old food lately. He had a wonderful drink lately. He had a pretty decent drink lately. He dined in a legendary dining room recently. He was caught in the rain recently. He is the son of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazecraft. He is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Ubermensch' \nulzareth likes Schist. Silver. Alexandrite. pearl. Pig tail Fabric. the color vermilion. earrings. mules for their stubbornness and Plump helmets for their rounded tops. When possible. he prefers to consume Dwarven rum and Cave wheat Seeds. He rarely feels discouraged. He is self-conscious. He is assertive. He is a pessimist. He has a fertile imagination. He is willing to compromise with others. He is self-disciplined. He needs alcohol to get through the working day.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **EmperorNuthulu** on **April 26, 2011, 10:43:43 am**

"Likes giant rats for their strength" Wow you really found one of the oddest dwarves imaginable. Keep going with the updates, and lets hope the dwarves get their pants soon.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Keltiknight** on **April 26, 2011, 08:52:29 pm**

Hey, could I get on this train to Armok-based death? gladiator fighter dwarf if possible.(I assume ya still collect monsters to toss in the arena for people to fight.) If not, one of the surface dwarves, preferably a woodcutter or herbalist. Great story, Can't wait for more, it pretty much surpasses Boatmurdered in my eyes. :P 8)

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **April 28, 2011, 12:59:44 am**

Quote from: Keltiknight on April 26, 2011, 08:52:29 pm

Hey, could I get on this train to Armok-based death? gladiator fighter dwarf if possible.(I assume ya still collect monsters to toss in the arena for people to fight.) If not, one of the surface dwarves, preferably a woodcutter or herbalist. Great story, Can't wait for more, it pretty much surpasses Boatmurdered in my eyes. :P 8)

Hell yeah, all are welcomed on the train to death! I need to use the arena more again anyways, so in ya go Keltknight!!! I still have some masterwork adamantine battle-axes lying around from our old dead warriors. Ill give you one of those.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Keltiknight** on **April 28, 2011, 10:57:22 am**

Quote from: MrGimp on April 28, 2011, 12:59:44 am

Quote from: Keltiknight on April 26, 2011, 08:52:29 pm

Hey, could I get on this train to Armok-based death? gladiator fighter dwarf if possible.(I assume ya still collect monsters to toss in the arena for people to fight.) If not, one of the surface dwarves, preferably a woodcutter or herbalist. Great story, Can't wait for more, it pretty much surpasses Boatmurdered in my eyes. :P 8)

Hell yeah, all are welcomed on the train to death! I need to use the arena more again anyways, so in ya go Keltknight!!! I still have some masterwork adamantine battle-axes lying around from our old dead warriors. Ill give you one of those.

Awesome! Either I will die ten seconds in, or ten years in, either way, it will be comical, and likely epic.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Ganondwarf** on **April 28, 2011, 06:16:12 pm**

ZOMG I'VE BEEN READING THIS FOR A WEEK AND IT'S STILL GOING?!?!?!?!
And I skipped like 50 pages, too...
Well, if you don't mind naming another dwarf...Ganon, please. Any role that will be cool to read about, thanks.

Oh, and btw, how did you get Urist to slaughter civilians with her bare fists all those pages ago? Come to think of it, I haven't tried, but I didn't think you could order squads to attack civilians.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Argonnek** on **April 28, 2011, 07:12:38 pm**

That's only in the new version. Blockedlance is played in 40d, which has a much more simplified combat and military system. The mass slaughter is most likely done using dwarven "Justice."

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **April 30, 2011, 09:19:33 pm**

Yeah, if the nobles make demands, and you dont fulfill them, dwarves get lined up for a beating from the captain of the guard. After many decades every single dwarf winds up on the list, and assigning a strong dwarf like Urist to the post will cause destruction of the fort.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **April 30, 2011, 09:59:50 pm**

Spring 289. 85 Years of Uristian occupation, 80 years of Royal/Imperial rule.

S: 144Olis Rifotkûbuk. "Blockedlance"24th Granite. 289. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:				Population:				115					
You need a broker with the appraisal skill.				Miners		 1		Champions		 11			
				Woodworkers		 2		Axe dwarves		 None			
				Stoneworkers		 2		Axe Lords		 None			
Trade Information:				Rangers		 None		Swordsdwarves		 None			
				Metalsmiths		 2		Swordmasters		 None			
				Jewelers		 1		Hacedwarves		 None			
You need a broker with the appraisal skill.				Craftsdwarves		 7		Hace Lords		 None			
				Nobles/Admins		 14		Hammerdwarves		 None			
				Peasants		 14		Hammer Lords		 None			
Food Stores:				Children		 33		Speardwarves		 None			
				Fishery Workers		 None		Spearmasters		 None			
				Farmers		 25		Marksdwarves		 None			
Meat		None		Seeds		905		Elite Mrksdurvs		 None			
Fish		None		Drink		11879		Wrestlers		 None			
Plant		134		Other		9473		Elite Wrestlers		 None			
				Trained Animals		A None		Recruits		 1			
				Other Animals		A 28							

Urist made the heir apparent to the Kurkish Clan (since the eldest son Johann Schmidt had been abducted by goblins) the new trader so that he could get a purply flashy title, as befits an heir to a noble clan. However, since young Denisol Noblerope has only ever been a strand extractor, he has very poor counting and arithmetic skills. Until he learns his trade, we have no economic reports.

It proves to be a trifling matter however...



...for who could care about economic reports when ANOTHER horde of do-gooder crusaders stalk our land?

It still seems odd to many a dwarf that the demon-worshipping goblins would crusade alongside elves...



...perhaps the centuries of war between goblin and dwarf just ran too deep in their blood? Perhaps too many goblins had lost their immortal lives in a dwarven fort for them to ever forgive?

Still....to side with elves was an unholy horror.



They would pay for their stupidity with their lives.





The slaughter was great, and afterwards, Jazz and MadMonkey24 decided to go relax and sip some rat weed tea. MadMonkey went ahead, but before Jazz made it across the bridge, another horde of greenskins sprung an ambush upon him!

An ambush! Curse them!



Dodging their flames, our mightiest Champion Lord Jazz sent the goblins flying to the left and to the right. A goblin corpse or two was even flung into the lava by the force of his blows. See the goblin corpses on the far left? Jazz was standing in the ash cloud when he sent them flying. They were stopped only by two trees that unfortunately halted the awesome.



Still very far to toss a guy with an axe chop though.

In the flames and the fury, Jazz had allowed the bridge to be burned down, and nearly fell in the lava himself. Now he was trapped outside the safety of the fortress walls, and cutoff from our other axelord champion MadMonkey24. A couple Khamerites were trapped like refugees alongside him, hoping more crusaders would not arrive before they could get back inside.

Giovanni was there to lend his architectural talents to build a bridge....and a snide comment or two.



At the end of the wave of goblins, we receive news of the death of another champion. It saddens the hearts of all to know we have lost another....but the dwarves soon realize that this Champion did not die by the hands of goblin or elf or kobold...or even dwarf. No.....something much stranger has happened....

'Tazgrent' Thobroder. Champion has died of old age.
'Kipi' Thîdasurdim now commands "The Columns of Wire".

The Champion Marksdwarf Tazgrent has become the first military dwarf to die of old age in all of dwarven history.

You can derive two things from that death.
1. This military is superbly awesome.
2. This fortress is superbly boring.
All who pick #2 may visit the baptismal chamber.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Tradanbattlan** on **April 30, 2011, 10:31:43 pm**

The military is so impenetrable that the soldiers die of old age in the battlefield.

...

You should capture a kobold. Keep it in a cell. Make it watch the horrors of Blockedlance. It will watch the fate that befalls its kind.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **AdeleneDawner** on **May 01, 2011, 11:05:14 pm**

I am *amazed* that this is still going.

watches

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 02, 2011, 11:24:00 am**

With the death of their brother Afrosquirrel still fresh in their minds, many Kurkites struggle to win Urist's approval. A Khamerite Miller even gets moody and delves into real ass kissing craftwork.

Erush Mosusnirmek. Kurkish Miller cancels Drink: Taken by mood.
Erush Mosusnirmek. Kurkish Miller is taken by a fey mood!

Sucking up to the Empress and giving her things is always a good idea. This dwarf is also very smart and knows exactly what the Empress wants. He built her a goblin bone throne. It may not be worth more than the adamantine throne that Urist sits on now....but fuck adamantine anyways. Goblin Bone > Adamantine.

S: 144hkir Maramüz. "Chaosmerges the Pristine Growl". a goblin bone throne
This is a goblin bone throne. All crafts dwarfship is of the highest quality. It is decorated with goblin bone and encircled with bands of goblin bone. Onyx opal and giant cave spider silk. This object menaces with spikes of beak dog bone. giant cave spider silk. Bronze and Rope reed. On the item is an image of Cog Giltbalance the Tactical Relief of Fortifying the dwarf in horse leather. On the item is an image of Styletops the Confidence of Pine the Raw adamantine table in Onyx.

From now on Urist rules from a goblin bone throne. The adamantine throne will be moved to her dining room (next to her artifact adamantine table) and her golden dining chair will wind up somewhere (not sure where yet).

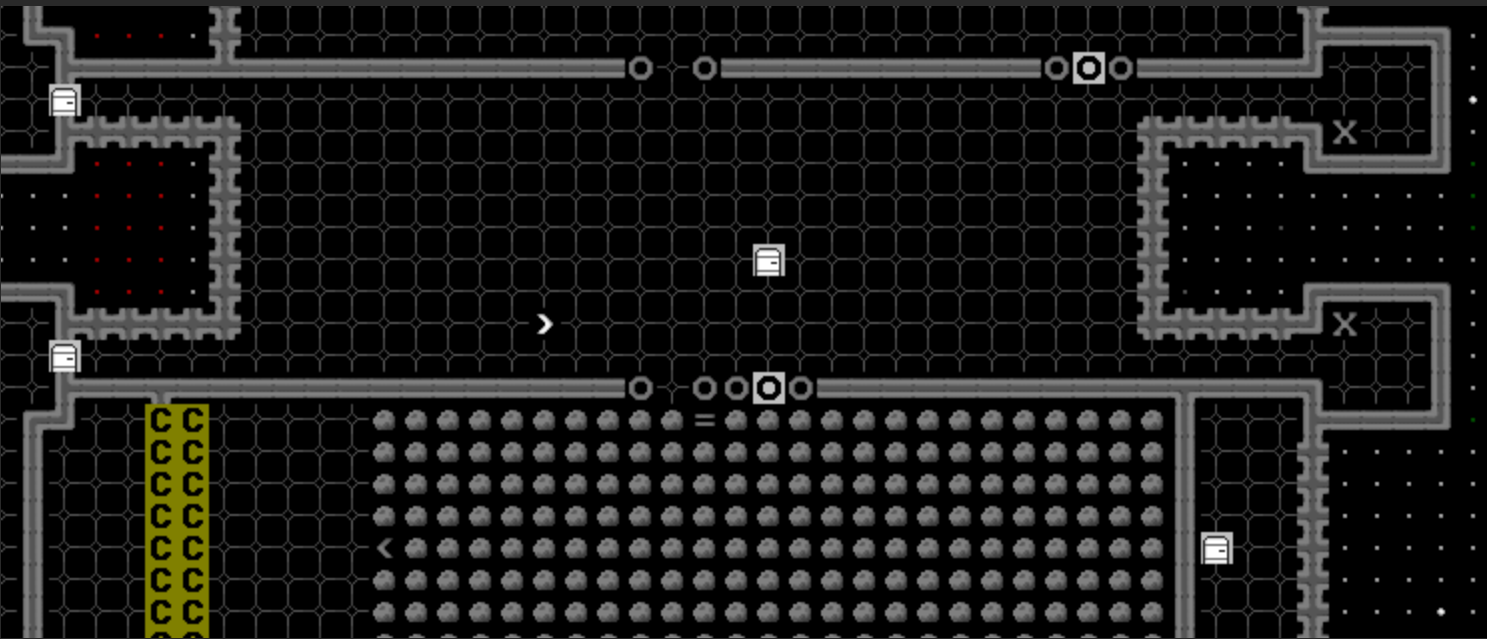
While sitting on her lovely goblin bone throne Urist is brought news of a new migrant. We have not gotten one of these in a long time. It looks like someone has finally come to fill Kurk Quorcane's old position as Philosopher.

Wise Cog Tomusthob has arrived.

S: 130 Cog Tomusthob. "Cog Shovedgirder". Philosopher
Cog Tomusthob has been happy lately. He is a casual worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. Cog Tomusthob likes Calcareous ooze. Iron and Black zircon. When possible, he prefers to consume two-humped camel. He absolutely detests purring maggots. He occasionally overindulges. He can handle stress. He is somewhat reserved. He prefers to be alone. He does not have a great aesthetic sensitivity. He is open-minded to new ideas. He is put off by authority and tradition. He doesn't go out of his way to do more work than necessary. He needs alcohol to get through the working day.

We welcome the easy-going Armok worshiper into the fortress, confident that he will know his place and not make any demands of us.

All the while, the Khamerites and Kurkites are pushed to build the base of a new tower by the young Giovanni. Between the two main gates of the fortress entrance itself, a large walkway was built with a gallery above.



Overseen by Urist's children, the old windmill tower was broken down and the base of the tower expanded. Khamerite child labor was utilized.



Unfortunately, children are not the most skilled of workers. Due to their ineptitude, and the Architect Giovanni's lack of experience, a section of the tower base collapses down several z -levels.

A section of the cavern has collapsed!

A Khamerite child is wounded....but who cares?

Dumed Fikodmezum. Khamerite
“Dumed Glazes smoke”

upper body Unconscious
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Someone much more precious to the Empress has been struck on the head with a mass of giant stone blocks. When the smoke clears, and the rubble is dug through, the body of Prince NobodyPro is found...lifeless and smashed beyond recognition.

‘NobodyPro’ Idoslokum. Prince has bled to death.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **EmperorNuthulu** on **May 02, 2011, 12:19:07 pm**

Awesome as always, I noticed the goblin bone throne had an image of the old queen on it, and the adamantine table, which is Urists dining room so it could even fit well in there. I'll just wait for the goblin bone and adamantine throne that's inevitably coming though.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 02, 2011, 03:35:28 pm**

Yeah I debated the adamantine vs goblin bone thing. At first I was going to keep the adamantine throne because...well....adamantine. But then I thought, adamantine is just a status symbol....goblin bone however....now **that's** dwarfy!

I like to imagine the image of old Queen Cog Giltbalance the Tactical Relief of Fortifying in horse leather is stitched into the padding on the seat cushion. That way, whenever Urist sits down, she's sitting triumphantly on the face of her old dead ruler/rival.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Yoink** on **May 02, 2011, 07:12:35 pm**

Awesome as always. :)
I have a question, though... What's with the 'Wise' guy turning up? Is that some feature of 40d I haven't heard about?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 02, 2011, 11:30:44 pm**

Yeah he is a 40d noble. He is the Philosopher. He doesnt do anything...but he also doesnt make any special demands on the fort. So he is one of the few nobles that is never a threat to stability.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **12innigma** on **May 03, 2011, 10:28:03 pm**

I'm glad to come back and see how much more this has evolved!
If you're still dorfing, could I have one, just named Innigma. Throw him/her anywhere if you do, I'm not picky.

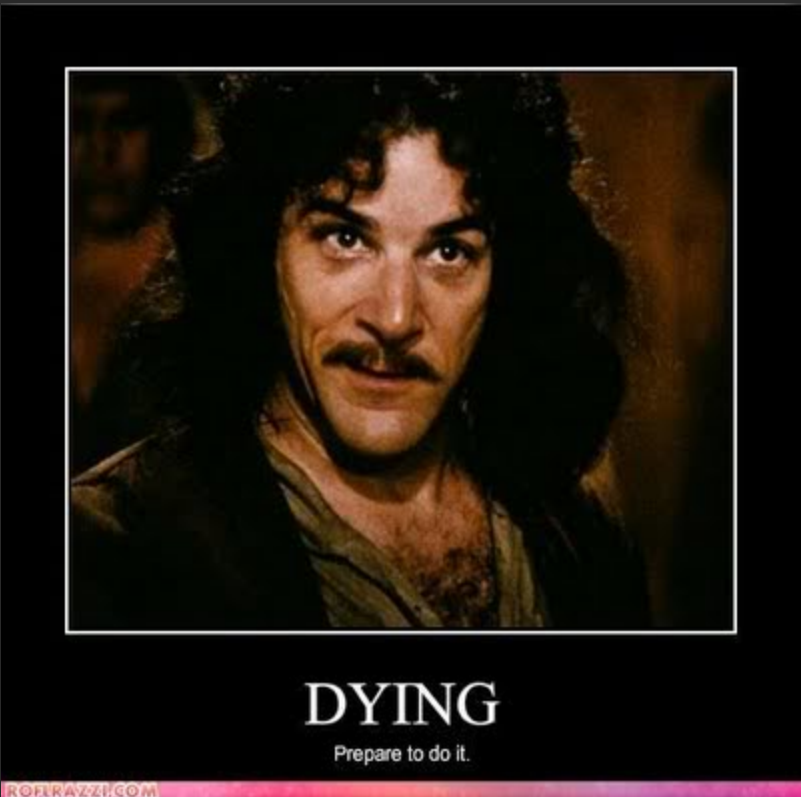
Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Chessrook44** on **May 04, 2011, 06:18:35 am**

Quote from: 12innigma on May 03, 2011, 10:28:03 pm
If you're still dorfing, could I have one, just named Innigma. Throw him/her anywhere if you do, I'm not picky.

"Hallo. Mai name is Innigma Mataya. You keel mai father. Prepare to die."

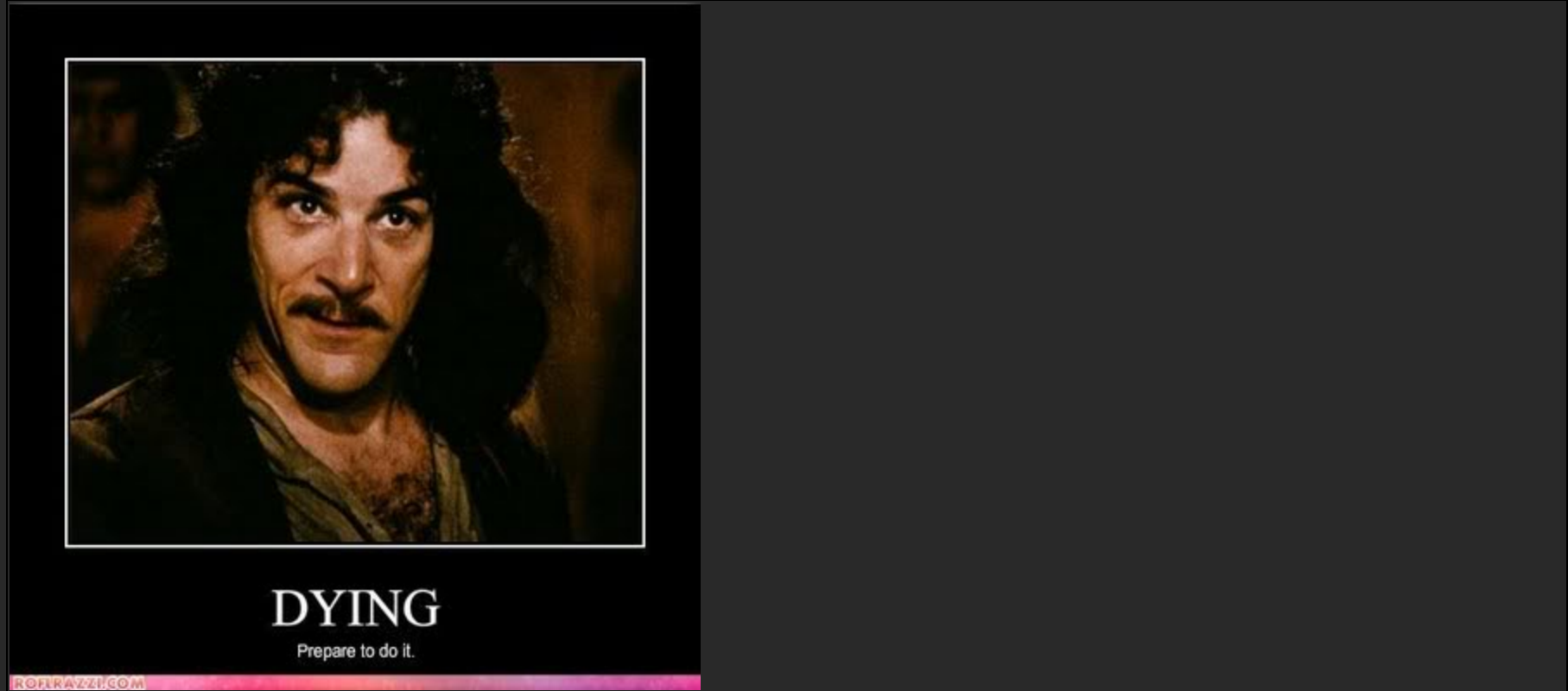
Sorry, I read that line and I instinctively thought of that!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 04, 2011, 11:29:39 am**



Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Chessrook44** on **May 04, 2011, 01:57:12 pm**

Quote from: MrGimp on May 04, 2011, 11:29:39 am



This sums up the Queen's thought process to any non-worshippers entirely.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 04, 2011, 11:23:10 pm**

Quote from: 12innigma on May 03, 2011, 10:28:03 pm

I'm glad to come back and see how much more this has evolved!
If you're still dorfing, could I have one, just named Innigma. Throw him/her anywhere if you do, I'm not picky.

Sure Ill put you in

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 04, 2011, 11:44:21 pm**

Spring 290

S: 143olis Rifotkûbuk. "Blockedlance"										15th Granite. 290. Early Spring											
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice									
Created Wealth: 21963679*										Population: 116											
Weapons:		729842*				Miners		1		Champions		10									
Armor and Garb:		2977515*				Woodworkers		2		Axe Lord		None									
Furniture:		4108841*				Stoneworkers		3		Sword Lord		None									
Other Objects:		4928016*				Rangers		None		Swordmasters		None									
Architecture:		4953924*				Metalsmiths		2		Macedwarves		None									
Displayed:		4123595*				Jewelers		1		Mace Lord		None									
Held/Worn:		141946*				Craftsdwarves		9		Hammerdwarves		None									
Imported Wealth:		1913264*				Nobles/Admins		15		Hammer Lords		None									
Exported Wealth:		571373*				Peasants		13		Speardwarves		None									
Food Stores:		22851				Children		32		Spear Masters		None									
Meat		None		Seeds		991		Farmers		25		Elite Mrksdurvs		None							
Fish		None		Drink		11963		Engineers		2		Wrestlers		None							
Plant		264		Other		9633		Trained Animals		A		Elite Wrestlers		None							
								Other Animals		A		Recruits		1							

These are somewhat turbulent times (although compared to some of the other times at Blockedlance maybe its not so bad?). With Prince NobodyPro dead, the Empress was even more paranoid and on edge. With Afrosquirrel dead the Kurkites are on edge. And the Khamerites....well a lot of them were dead, so they were definitely feeling the pressure.

Urist decided to increase the size of the military. She was worried by the fact that the military of Blockedlance was a bunch of superdwarvenly tough geezers. Most of them were pagans as well, and of questionable loyalty. Urist grabbed some of the younger

Khamerites who were showing devout loyalty to Armok. Perhaps these few Khamerites could be isolated from their clan and rehabilitated? They could join their grandmother guarding the fortress. And hey....maybe someday on a whim she would throw them into the arena to fight each other to the death. You just never know.

The new dwarves are named Ganon, Urjael, and KeltiKnight. They are given some axes and sent to train under the swordsman Baron von Freden. In this way, the Khamerites shall bleed and die to defend the courtyard, and Urist can hold her more dear defenders back for emergencies.

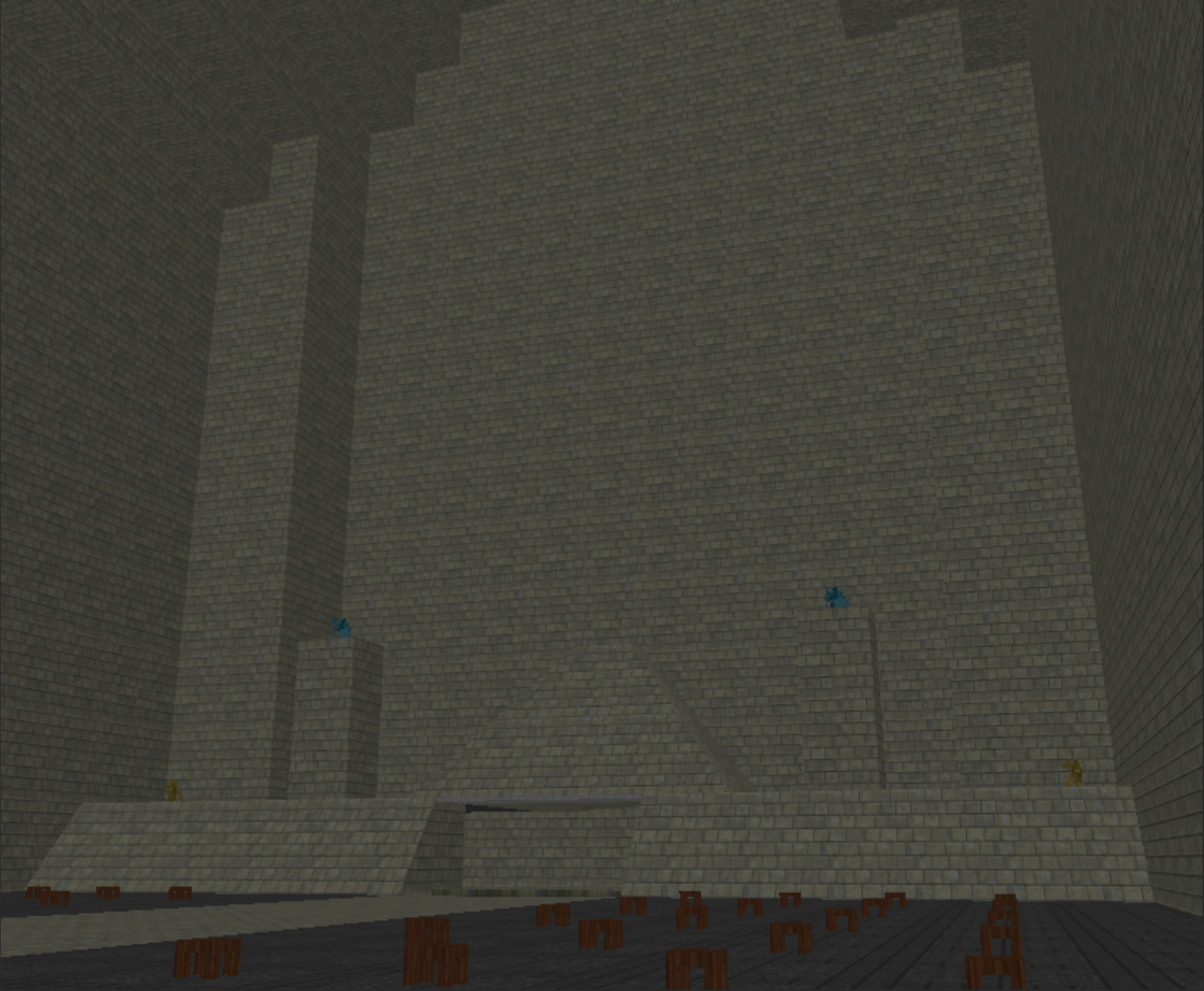
S: 143 'Ganon' Akmankivish. "'Ganon' Sinklancer". Khamerite
'Ganon' Akmankivish has been ecstatic lately. He talked with a sibling lately. He was glad to have punishment delayed recently. He admired a completely sublime Floodgate lately. He was comforted by a lovely waterfall lately. He admired a completely sublime tastefully arranged Seat lately. He is the son of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. He is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Ganon' Akmankivish likes Saltpeter. Bismuth. Green zircon. Rope reed Fabric. picks and boxes and bags. When possible. he prefers to consume Dwarven syrup and Quarry bush Leaves. He absolutely detests cave spiders. He feels strong urges and seeks short-term rewards. He is very friendly. He enjoys the company of others. He lives life at a leisurely pace. He loves a good thrill. He would rather intimidate others than compromise with them. He is very confident. He needs alcohol to get through the working day.

PS: 134 'KeltiKnight' Ustuthäm. "'KeltiKnight' Fencedyawn". Khamerite
'KeltiKnight' Ustuthäm has been ecstatic lately. He talked with a sibling lately. He admired a completely sublime Floor Grate lately. He was glad to have punishment delayed recently. He slept without a proper room recently. He has complained of thirst lately. He was caught in the rain recently. He is the son of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. He is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'KeltiKnight' Ustuthäm likes Native copper. Gold. Red pyrope. crystal glass. giant mole leather. cave lobster shell. the color crimson. circles. helms. earrings. donkeys for their stubbornness. shads for their silvery bodies. and Prickle berries for their precise thorns. When possible. he prefers to consume cave lobster. dwarven cheese and Plump helmet spawn. He absolutely detests large roaches. He is often nervous. He is self-conscious. He is not a risk-taker. He has a great awareness of his own emotions. He is guarded in relationships with others. He is confident. He needs alcohol to get through the working day.

S: 140 'Urjael' Sholidmebzuth. "'Urjael' Clutchoar". Khamerite
'Urjael' Sholidmebzuth has been ecstatic lately. He admired a very fine Paved Road lately. He talked with mother lately. He slept without a proper room recently. He dined in a legendary dining room recently. He was irritated by the sun lately. He was caught in the rain recently. He is the son of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. He is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Urjael' Sholidmebzuth likes Loam. Aluminum. Clear tourmaline. cloaks. weapon racks. earrings. cats for their aloofness and acorn flies for their deafening buzz. When possible. he prefers to consume giant toad and Quarry bush Leaves. He absolutely detests purring maggots. He occasionally overindulges. He is very assertive. He tends not to openly express emotions. He is candid and sincere in dealings with others. He is modest. He lacks confidence. He finds rules confining. He takes time when making decisions. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

'Baron von Freden' Detesedëm has become a Swordsdwarf.
'KeltiKnight' Ustuthäm has become a Axedwarf.
'Ganon' Akmankivish has become a Axedwarf.
'Urjael' Sholidmebzuth has become a Axedwarf.

They are knighted in a ceremony in the Temple of Armok, which has seen some recent additions. There is seating on wooden pews for the congregation. Theres a few pillars around. Some gold statues. Theres some adamantine statues up on pillars, and between them (you cant see it in the Visualizer) is an artifact ruby idol (of Armok) sitting majestically above the faithul.



Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 05, 2011, 12:18:14 am**

The year 290 brings us another wave of elves throwing themsleves at our gates. Jazz and MadMonkey24 are there to defend our home.



A Kurkish Farmer happens to be outside as well, however. He gets a beating before Lord Jazz rescues him. Check out his last name though. What a great name for a peasant. Certainwhip.



Jazz and MadMonkey fight off wave after wave and are pulled away from the front gate.



A few elven stragglers manage to get one civilian kill. It is Moose, a Slemitic Noble. She bleeds to death out their in the field before Jazz and MadMonkey could return to the eastern gate.

Moose Dodaktangak Noble has bled to death.

This is a shocking blow. The Slemites are the smallest clan, and each death impacts them greatly.

Also, Moose was our Metropolis Manager.

Metropolis Manager VACANT

So now we have to find a new outpost manager. What an interesting life Moose lived. She grew up the daughter of a Duchess and Duke that was murdered by her Queen. Whn she was 12 she was abducted by quarcaine-addicted creepy miners and held in a cave for some time. Then she came back and was Metropolis Manager. Now...now she was a rotten corpse in a field. She was taken down to her tomb in great sadness.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Yoink** on **May 05, 2011, 07:54:46 am**

The Expendables... ;)

Looking foward to seeing Yoigen grow up, make friends, learn the subtleties of dwarven politics, learn from the sages and somehow gain a place of power, ushering a new era of love, peace and contentedment...
Or more likely dying horribly when some sneaky, greed-driven plot to overthrow her tyrannical mother backfires in her face. :P

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **EmperorNuthulu** on **May 05, 2011, 10:12:18 am**

Heh, If the elves think they'll breach blockedlanced then they're far from right. Also any news on my dwarf nuthulu? Hopefully he hasn't been crushed, maimed, burned, executed, drowned or been sacrificed.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Eagle** on **May 05, 2011, 08:57:36 pm**

fooddrinkeatdigdigdigfoodsleepdigfooddrinkfoodbreweateatfooddrinksleepsleepSUNSUNSUNPAINdrinkdrinkEAGLE

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **NRDL** on **May 06, 2011, 02:51:11 am**

Can I please have a dwarf in this hellhole of a fort? His name should be Nix and can he be one of the Khamerites?

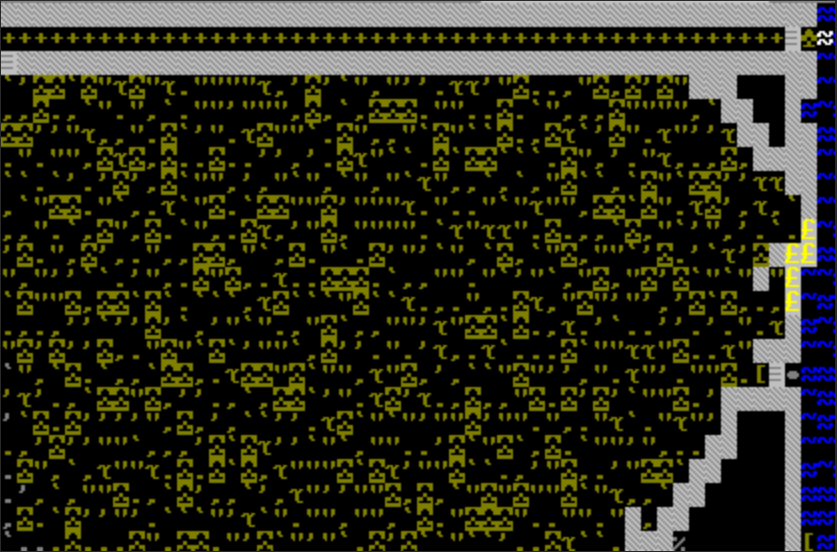
Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 08, 2011, 12:44:22 pm**

Quote from: NRDL on May 06, 2011, 02:51:11 am
Can I please have a dwarf in this hellhole of a fort? His name should be Nix and can he be one of the Khamerites?

No problem. Youre in.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 08, 2011, 05:38:52 pm**

The Khamerites have run out of wood in the courtyard several times. With elves, goblins, and kobolds attacking us in wave after wave of endless nuisance, the trees outside the walls are now too dangerous to gather. In an effort to keep her Khamerite slaves working, and also out of spite towards the elves, the Empress has ordered the underground forests of Blockedlance to be clear-cut, and the tower cap logs brought to the surface for use by the Khamerites.



The surface constructions continue unabated. The inn and the tavern now have new floors, and construction of the inn's roof has begun.

When the Humans come, our new trader Denisol Noblerope is there to greet them at the depot.

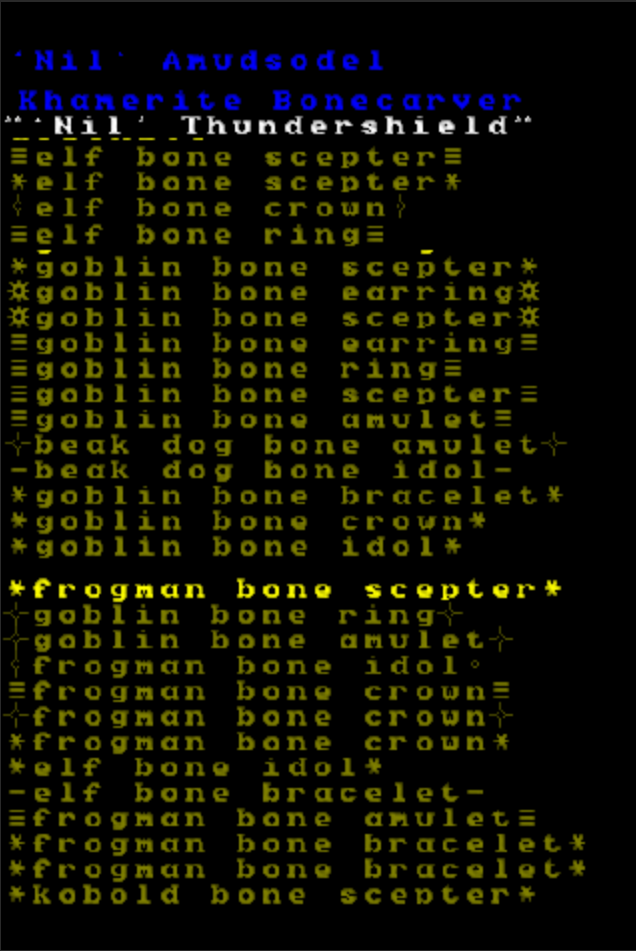
A human caravan from Behal Ladgi has arrived.

Remember that slip up many years back, where I had accidentally left raw adamantine as an acceptable stone to use in crafts? Well I didnt realize how much we had made until the haulers brought this bin to the depot.



Of course we did not sell these precious trinkets to the humans. We shall keep them for ourselves....even though no one here has the cash to buy this gaudy stuff. That is irrelevant!

Anyhoo...the dwarf Nil has gotten himself a very interesting new hobby. He has taken a liking to carving crafts and totems out of the bones and skulls of our dead enemies. All the dwarves marvel at his talents.



Tallpanzer has not developed such a lovely habit however. He has taken to dropping fat in the main hallway on the first level. The main entrance to the fort is now strewn with lard.



Is this some new style of decor? Is he trying to get dwarves to slip on the lard piles? What kind of a sick bastard spreads lard around the fortress?

Oh well. We'll leave our lye maker to his fat fetish. Let's check up on Xanthius 2.0, the Khamerite noble who was struck with a kobold arrow in the lower spine.



Oh, that's gotta hurt. Bed ridden for the rest of his life in the old abandoned peasant quarters. Dozens died in that area due to the flooding, and now Xanthius would lay crippled and immobile until old age crept over him. His tears and cries of agony will delight the Empress and the Blood God for years to come. Huzzah!

can i have a dwarf?
a hermit one?
who has sealed himself away,and is using the magma from the channel for his own advantage?(smelter,metalsmiths workshop,entrance

traps)
and who is hiding from the madness of the freaky (but extremely badass)world?
that would be cool :3
name him tor.

if that is too much asked,i just want a dwarf named tor .-.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **NobodyPro** on **May 09, 2011, 06:43:16 am**

The spirit of NobodyPro floated through the hallways, seeing everything through a purple haze, trying to find some amusement in his undeath. Spooking Tallpanzer as he hauled fat had been fun but even ghosts get bored of doing the same thing. He drifted past his mother, she was trying to teach his sibling how to scalp an elf but they weren't interested. The only thing stopping him from going stark raving mad was the pretty doors he always floated through. He went into the dining room and sat down, by that I mean his spirit lowered itself to the hight he would have been when he sat down for a headbutting competition with the other children. Suddenly, someone sat on him. The purple mist disappeared, the beautiful smell of dozens of filthy unwashed bodies filled his nostrils and the familiar taste of +kitten sweetbread biscuit+ filled his mouth. He was alive, somehow...

Re-dorfig please, any gender, any profession. Named Nullus and doesn't draw attention to the fact that they are possessed by the ghost of one of the queen's dead children. Let the story of NobodyPro's spirit begin.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 09, 2011, 08:56:46 pm**

Quote from: EmperorNuthulu on May 05, 2011, 10:12:18 am

Heh, If the elves think they'll breach blockedlanced then they're far from right. Also any news on my dwarf nuthulu? Hopefully he hasn't been crushed, maimed, burned, executed, drowned or been sacrificed.

Im still looking for a good place to put him. I was going to put him in the old Eribite cave out in the foothills that was never inhabited, but then I figured I would give you your own hermit cave. I havent dug it yet though.

Quote from: magmaholic on May 09, 2011, 05:43:45 am

can i have a dwarf?
a hermit one?
who has sealed himself away,and is using the magma from the channel for his own advantage?(smelter,metalsmiths workshop,entrance traps)
and who is hiding from the madness of the freaky (but extremely badass)world?
that would be cool :3
name him tor.

if that is too much asked,i just want a dwarf named tor .-.

Hmmmmm.....

Ill add Tor. Ill think about the magma. Precious precious magma.

Quote from: NobodyPro on May 09, 2011, 06:43:16 am

The spirit of NobodyPro floated through the hallways, seeing everything through a purple haze, trying to find some amusement in his undeath. Spooking Tallpanzer as he hauled fat had been fun but even ghosts get bored of doing the same thing. He drifted past his mother, she was trying to teach his sibling how to scalp an elf but they weren't interested. The only thing stopping him from going stark raving mad was the pretty doors he always floated through. He went into the dining room and sat down, by that I mean his spirit lowered itself to the hight he would have been when he sat down for a headbutting competition with the other children. Suddenly, someone sat on him. The purple mist disappeared, the beautiful smell of dozens of filthy unwashed bodies filled his nostrils and the familiar taste of +kitten sweetbread biscuit+ filled his mouth. He was alive, somehow...

Re-dorfig please, any gender, any profession. Named Nullus and doesn't draw attention to the fact that they are possessed by the ghost of one of the queen's dead children. Let the story of NobodyPro's spirit begin.

Ok Nullus is in.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 11, 2011, 04:52:44 pm**

The construction on the tower base continues at a fairly rapid pace (considering how massive it is). After the careless accident that had resulted in the death of a royal prince, Urist had assigned the architect Imhotep to help the young Giovanni build the tower. Imhotep grumbled at having to help the young upstart who had stolen his own designs for a tower....but what could he do? It was something to do other than mope around in the sunny courtyard all day....and at least he could finally work on his tower. That was some rare good news.

"Great, then you will advise Giovanni on this project." said Urist at the end of their meeting in the royal throne room. She was about to dismiss them when Giovanni spoke up.

"Err....your majesty?" asked Giovanni, with fabricated meekness.

"Yes?"

"Are you making a Khamerite my boss? Do I really have to listen to him?"

Urist sighed. "No.....of course not. Uhhhhh.....actually, I'm making him your slave! Yes. That's it." Urist explained, trying to soothe the young Kurkite's ego.

"Oh....well that's good then." Giovanni smiled and gave a cruel look to Imhotep, who stood next to him wearing ankle and wrist irons.

"Yes.....I command only that you listen to his wisdom on architectural matters." She glowered at the brash young dwarf. "If another one of my children die I will chain you outside in a stockpile of booze. During the next assault you will burn, boil, and explode."

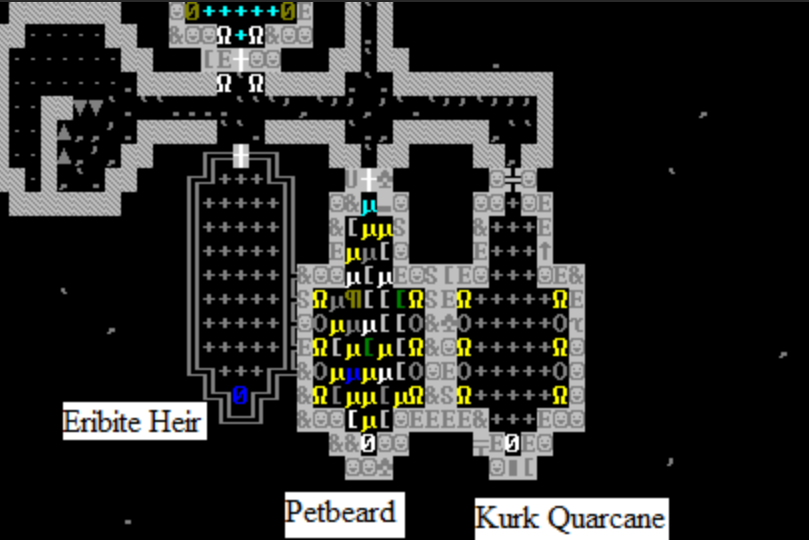
Giovanni gulped deeply. "Yes your majesty."

At that they were dismissed back to their construction task.

Construction had to take a brief pause when Giovanni was forced by fate to attend the funeral of his mother.

'Petbeard' Uvarasmel, Dungeon Master has died of old age.

Our Dungeon Master Petbeard has died. She joins her lover Kurk Quorcane in the catacombs....



This is a devastating blow, and now both parents of the Kurkish clan are gone. The eldest heir Johann Schmidt was captive in a dark goblin fortress somewhere, and so the clan was now headed by Denisol, the heir apparent.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 11, 2011, 05:33:43 pm**

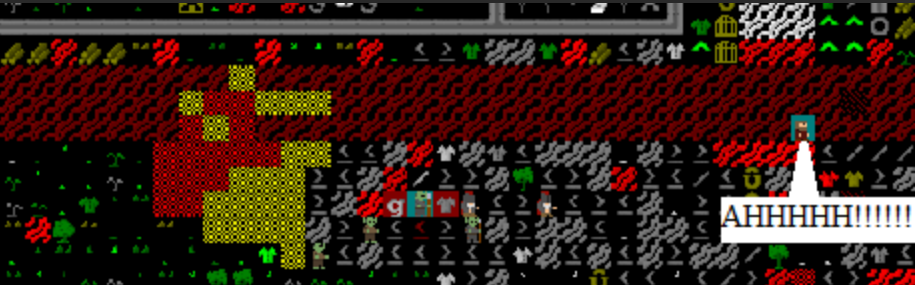
Another wave of goblins assault our land. Jazz and MadMonkey are there to repel them.



They charge into the flames. Behind them the bridge is burned....again.



A Kurkish child happened to be walking across that bridge, however....



...and they were soon bathed in lava.

Melbil Cattenodkish. Kurkite has died in the heat.

The battle was over, and the chaos subsided. There, Lord Jazz, hero of Blockedlance, stood clutching at his heart. His left arm tingled. His vision blurred. His breath became more and more labored. He gasped for air, as he punched his chest trying to keep his heart beating. It was to no avail. There, unwounded and unscathed, Lord Jazz Theatretamed the Constructive Confusion of Dying, keeled over and died of old age.

'Jazz' Stinthädösust Abanshadmal Rāsh, Champion has died of old age. Squad "The North Wheels" has been annihilated!

Tazgrent may have died of old age, but he had spent most of his life in civilian jobs. Lord Jazz had spent his entire existence at Blockedlance in martial service. He surpassed Akigagak and Akhier as well as his adopted father Captain Jack Spireknife to become the deadliest of our military dwarves. It is incredible that he has killed even more enemies than Lord Akigagak Citylancers, the Romantic Player....but it is true.

Nine Hundred Thirteen Notable Kills

the goblin, d. 228
the goblin, d. 228
the goblin, d. 224
the goblin, d. 224
the goblin, d. 229
the goblin, d. 229
the goblin, d. 229
the goblin, d. 229
the goblin, d. 229
Uzbu Hexdaubed the goblin, d. 229
the goblin, d. 229
the goblin, d. 229
the goblin, d. 229
the goblin, d. 230
the goblin, d. 230
the goblin, d. 230
the goblin, d. 230
the goblin, d. 230
the goblin, d. 230
the goblin, d. 230
the goblin, d. 230
the goblin, d. 230
the goblin, d. 232
the goblin, d. 232
the goblin, d. 232
the goblin, d. 232
the goblin, d. 232
the goblin, d. 232
the goblin, d. 232
the goblin, d. 232
the goblin, d. 232
Bora Malignant the goblin, d. 232
the goblin, d. 232
the goblin, d. 232

the elf, d. 233
the elf, d. 233
the elf, d. 233
the elf, d. 233
Chlufujlikis the kobold, d. 233
Phutuhokin the kobold, d. 234
Samus Vigorcities the Hollow Magician of Lucidities the dwarf, d. 255
Furacogopous the mountain goat, d. 259
the goblin, d. 259
the goblin, d. 259
the goblin, d. 259
the goblin, d. 259
the goblin, d. 259
the goblin, d. 259
the goblin, d. 259
the goblin, d. 259
the goblin, d. 262
the goblin, d. 262
the goblin, d. 262
the goblin, d. 262
Bliligrarbin the kobold, d. 288
Thlumis the kobold, d. 288
Litlalis the kobold, d. 288
the elf, d. 288
the elf, d. 288
the elf, d. 288
the elf, d. 288
Ludajikis the kobold, d. 288
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
the goblin, d. 289
Pashleengis the kobold, d. 289
Kafagraynin the kobold, d. 289
Krufugirnis the kobold, d. 289
the elf, d. 290

Kafagraynin the kobold, d. 289
Krufugirnis the kobold, d. 289
the elf, d. 290
the elf, d. 290
the elf, d. 290
the elf, d. 290
the elf, d. 290
the elf, d. 290
the goblin, d. 290
the goblin, d. 290
the goblin, d. 290
the goblin, d. 290
the goblin, d. 290
the goblin, d. 290
the goblin, d. 290
the goblin, d. 290

Ninety-Seven Other Kills

Fifty-three hawk dogs in Blockedance
Seven mountain goats in Blockedance
Seven hoary marmots in Blockedance
Six sasquatches in Blockedance
Twenty-four horses in Blockedance

It is amazing to see a combat dwarf survive this long. He survived elven bow, kobold arrow, and goblin firebreath. Lord Jazz once fought two demons at once all by himself. The demons were modded by Armok and had damblock of 30000, size 30000, and attacks of 30000. Lord Jazz is the mightiest warrior that has ever lived, and that ever could live. It was a gift of the blood god that he managed to live this long and die of a grey beard after a victorious battle. There is not enough beer in all the world to drink this dwarf a worthy toast.

Re: Re: Blockedlance - Skirmishes of Ragnarok
 Sent by: **JacenHanLovesLegos** on **May 11, 2011, 06:17:22 pm**

All hail Jazz, (very) distant cousin of Ironblood!

Godsspeed, noble warrior.

Ironically, were he Viking, he wouldn't go to Valhalla because he didn't die in battle. He died after.

Re: **Blockedlance - Skirmishes of Ragnarok**
 by: **MrGimp** on **May 11, 2011, 06:51:01 pm**

But Jazz was simply too mighty to fall to an enemy blade. Surely the gods forgive him for this.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Tradanbattlan** on **May 11, 2011, 07:14:49 pm**

Oh, um, how's those kobold capturing plans going? I'm sure it'd hardly occur to them in the middle of being assailed constantly, but damn it'd be neat.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Jackrabbit** on **May 12, 2011, 07:14:22 am**

You did me proud, kiddo. You did me proud.

Man, I've a lot of pages to catch up on. More fool to me for not keeping up, I guess.

Quote from: Chessrook44 on May 11, 2011, 06:34:45 pm

Ironically, were he Viking, he wouldn't go to Valhalla because he didn't die in battle. He died after.
Regardless, All Hail. Perhaps he'll be going down in history amongst the other greats...

From the sounds of it, Death cut him down because he was sick of waiting. I think that qualifies.

e: ha, oh man, Constructive Confusion of Dying, how appropriate.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **NRDL** on **May 12, 2011, 08:31:10 am**

I truly love this fort. I have read this from the beginning until now. I really can't believe that this whole epic story hasn't ended yet, although I hope it lives for a while longer. May Armok bless Blockedlance!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **liam1994** on **May 12, 2011, 03:51:01 pm**

wow this is one awesome fort :D.

can i have a dwarf please hopefully he wont die too soon.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 12, 2011, 09:37:06 pm**

Quote from: liam1994 on May 12, 2011, 03:51:01 pm

wow this is one awesome fort :D.
can i have a dwarf please hopefully he wont die too soon.

Sure, what do you want to name him?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 13, 2011, 11:16:25 am**

Here is an update on the fortress constructions. You can see the inn and tavern going up in the background. In the foreground, the tower base continues to climb higher. Just the base of the tower has eaten up a lot of our once massive diorite stockpile.



There have been some changes to the tower's base. There was no longer a lower balcony, and the front of the base had a facade of dolomite pillars raising up.



Also of note, the High Priest has blessed the water in the outer moat, and turned that into holy magma as well. Our lava moat is now complete. It took EXTREME dedication. I have to edit the lava one tile at a time. One. Fucking. Tile. At. A. Time.

It took a whole day.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Keltiknight** on **May 13, 2011, 11:44:26 am**

Wow, one tile at a time!? Jeez, I pity you for having to do that.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **liam1994** on **May 13, 2011, 03:55:14 pm**

Name him liam and make him a crossbow dwarf please.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **denisol** on **May 17, 2011, 02:43:53 pm**

am i dead yet?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **magmaholic** on **May 18, 2011, 07:54:01 am**

and is Tor in?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 19, 2011, 10:36:31 pm**

Quote from: liam1994 on May 13, 2011, 03:55:14 pm
Name him liam and make him a crossbow dwarf please.

Ok no problem.

Quote from: denisol on May 17, 2011, 02:43:53 pm
am i dead yet?

Youre not dead (yet), but thankfully, your parents are! And since your elder brother is being held captive in a goblin fortress somewhere, you are now the leader of the Kurkish clan.

Quote from: magmaholic on May 18, 2011, 07:54:01 am
and is Tor in?

Yes. You and all the other recent additions are in and will appear within the next update or two.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **May 21, 2011, 11:55:12 am**

this story should be made into a book. really.

i am only around the chapter 9, but the story is just plain awesome.

so, yeah, do a book! with pictures! get an artist to draw them! or just use the screens, but then it won't look as preety.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **magmaholic** on **May 21, 2011, 01:35:40 pm**

It comes out that i AM an artist :v
i can do it,if you need,Mr Gimp :3

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **FGK dwarf** on **May 22, 2011, 05:37:38 am**

FGK dwarf has been ecstatic lately. He admired a legendary community fort recently.

Truly, this is the greatest fortress in dwarven history! It took me two weeks to read through the story, but it was worth it! May I be dwarfed? Name Vega; I'll take whichever dwarf shows most aptitude for Hamiltonian Mechanics...

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Xyon on May 22, 2011, 08:46:05 am**

I must say, when I was half way through this thread, and posts were still being listed as 2009, I figured that by the time I reached the end of the most recent page that the story would have ended. But I was wrong, man oh man this 40D fortress keeps on ticking!

Has Ragnarok all ready happened, with you needing to post updates to catch us up? Or if the Ragnarok has not happened in the game, how many more years ahead of the story is the actual game? And when do you think Ragnarok will happen?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp on May 23, 2011, 09:43:06 pm**

Quote from: kerlc on May 21, 2011, 11:55:12 am
this story should be made into a book. really.

i am only around the chapter 9, but the story is just plain awesome.

so, yeah, do a book! with pictures! get an artist to draw them! or just use the screens, but then it won't look as preety.

Thanks for the praise! I cant help but see it as mad hermit ramblings....but maybe mad hermit ramblings are good? This is bay12 dammit!

If anyone wants to make fan art for their favorite scenes that would be great! We can string them together into a book of sorts, or I can edit the pictures into their respective spots in the story.

Quote from: magmaholic on May 21, 2011, 01:35:40 pm
It comes out that i AM an artist :v
i can do it,if you need,Mr Gimp :3

Hell yeah! Fan art would be great! I pretty much suck at drawing, but if anyone wants to depict the horror of Blockedlance in graphic form, please do!

Quote from: FGK dwarf on May 22, 2011, 05:37:38 am
FGK dwarf has been ecstatic lately. He admired a legendary community fort recently.

Truly, this is the greatest fortress in dwarven history!

Given the epic history of dwarves, this compliment humbles me, good sir!

Quote from: FGK dwarf on May 22, 2011, 05:37:38 am
May I be dwarfed? Name Vega; I'll take whichever dwarf shows most aptitude for Hamiltonian Mechanics...

Sure, Ill put you in. Hamiltonian Mechanics eh? I wonder...does that make him smarter than the average dwarf (because he has advanced beyond Newton) or does that make him slower than the average dwarf (because the dwarves of DF seem to have an innate understanding of Quantum Mechanics)?

Quote from: Xyon on May 22, 2011, 08:46:05 am
I must say, when I was half way through this thread, and posts were still being listed as 2009, I figured that by the time I reached the end of the most recent page that the story would have ended. But I was wrong, man oh man this 40D fortress keeps on ticking!

They said there would never be a 100 year old community fort with a fully chronicled history. Some said it was insanity to go past five decades. We ate those people and now wear their skin as leather thongs. They said of us that we had succumbed to madness..... Madness? THIS! IS! BLOCKEDLANCE!!!

Quote from: Xyon on May 22, 2011, 08:46:05 am
Has Ragnarok all ready happened, with you needing to post updates to catch us up? Or if the Ragnarok has not happened in the game, how many more years ahead of the story is the actual game? And when do you think Ragnarok will happen?

Ragnarok has not happened yet. Im usually only a couple seasons ahead of the story. Sometimes a few years. My schedule is chaotic and random (the way I like it) so it varies.

No one knows when Ragnarok will come. Elven legend says Ragnarok will come when the son of Armok sits upon the throne of Sil Gomath. Dwarven legend says that Ragnarok will come when the last brewer has died and the knowledge of alcohol has been lost to the world. Still others believe that all of reality revolves around Urist, and that when she dies the universe will end.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Yoink on May 24, 2011, 07:38:01 am**

Right, I'm totally going to draw some stuff.
I never quite read through all the pages though, sadly pre-paid internet is not gonna last long in the face of such awesomeness. :(But perhaps I'll draw young Yoigen being swung by the feet, cracking the skulls of those would-be-assassins a few chapters back. >:D

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Maggarg - Eater of chicke on May 24, 2011, 08:56:27 am**

Mogror laughs at the dwarves dying of "old age". A little bit of over-extended existance never hurt anyone! I wonder if Armok could bestow extended life on more dwarves?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **FGK dwarf on May 24, 2011, 01:17:59 pm**

Quote from: MrGimp on May 23, 2011, 09:43:06 pm

Sure, Ill put you in. Hamiltonian Mechanics eh? I wonder....does that make him smarter than the average dwarf (because he has advanced beyond Newton) or does that make him slower than the average dwarf (because the dwarves of DF seem to have an innate understanding of Quantum Mechanics)?

Bah, you modern dwarves and your quantum mechanics! Armok does not play dice!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **May 25, 2011, 07:42:57 am**

hey, can i be dwarfed? name him agish, and make him a hermit! he can be a cook/brewer, so that the fortress will FEEL THE LOSS OF HIM!
edit, and make him dig a secret tunnel that goes straight into the fortress supply levels (where all the piles are) that way, he can be made into a subplot! like him getting caught by queen urist! and then hanged for stealing, or making him snatch a crossbow and go on a rampage!

ARMOK BE PRAISED! with +plump helmet biscuits+!

the ingredients are: finely minced elf blood, finely minced plump helmet

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Eagle** on **May 25, 2011, 04:36:18 pm**

Quote from: FGK dwarf on May 24, 2011, 01:17:59 pm
Quote from: MrGimp on May 23, 2011, 09:43:06 pm
Sure, Ill put you in. Hamiltonian Mechanics eh? I wonder....does that make him smarter than the average dwarf (because he has advanced beyond Newton) or does that make him slower than the average dwarf (because the dwarves of DF seem to have an innate understanding of Quantum Mechanics)?
Bah, you modern dwarves and your quantum mechanics! Armok does not play dice!

Dont tell Armok what to do with his dice.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Tradanbattlan** on **May 25, 2011, 04:56:12 pm**

Quote from: Eagle on May 25, 2011, 04:36:18 pm
Quote from: FGK dwarf on May 24, 2011, 01:17:59 pm
Quote from: MrGimp on May 23, 2011, 09:43:06 pm
Sure, Ill put you in. Hamiltonian Mechanics eh? I wonder....does that make him smarter than the average dwarf (because he has advanced beyond Newton) or does that make him slower than the average dwarf (because the dwarves of DF seem to have an innate understanding of Quantum Mechanics)?
Bah, you modern dwarves and your quantum mechanics! Armok does not play dice!
Dont tell Armok what to do with his dice.

You didn't hear it from me, but Armok is an avid D&D player.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 25, 2011, 06:25:52 pm**

Quote from: kerlc on May 25, 2011, 07:42:57 am
hey, can i be dwarfed? name him agish, and make him a hermit! he can be a cook/brewer, so that the fortress will FEEL THE LOSS OF HIM!
edit, and make him dig a secret tunnel that goes straight into the fortress supply levels (where all the piles are) that way, he can be made into a subplot! like him getting caught by queen urist! and then hanged for stealing, or making him snatch a crossbow and go on a rampage!

More hermits eh? The foothills of the Ruthless Tower are going to turn into the hills of hermits!!! Thats cool though. Reminds me of this scene (start at 40 seconds):

<http://www.youtube.com/watch?v=gglhv-aGCag> (<http://www.youtube.com/watch?v=gglhv-aGCag>)

I cant make a huge subplot for everyone, though, so we'll see about the other stuff.

Quote from: Tradanbattlan on May 25, 2011, 04:56:12 pm
Quote from: Eagle on May 25, 2011, 04:36:18 pm
Quote from: FGK dwarf on May 24, 2011, 01:17:59 pm
Quote from: MrGimp on May 23, 2011, 09:43:06 pm
Sure, Ill put you in. Hamiltonian Mechanics eh? I wonder....does that make him smarter than the average dwarf (because he has advanced beyond Newton) or does that make him slower than the average dwarf (because the dwarves of DF seem to have an innate understanding of Quantum Mechanics)?
Bah, you modern dwarves and your quantum mechanics! Armok does not play dice!
Dont tell Armok what to do with his dice.
You didn't hear it from me, but Armok is an avid D&D player.

Armok went to Las Vegas this weekend for a Rammstein concert and played craps. I can assure you, he does play dice.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 25, 2011, 07:18:42 pm**

Spring 291

PS: 16301is Rifotkūbuk. "Blockedlance". 16th Granite. 291. Early Spring													
Animals		Kitchen		Stone		Stocks		Prices		Currency		Justice	
Created Wealth:		22191319*		Population:		114							
Weapons:		729842*								Champions		9	
Armor and Garb:		2983518*		Miners		1				Axe Lords		3	
Furniture:		4111031*		Woodworkers		3				Swordsdwarves		None	
Other Objects:		5010037*		Stoneworkers		3				Swordmasters		1	
Architecture:		5040338*		Rangers		None				Macedwarves		None	
Displayed:		4205623*		Metalsmiths		2				Mace Lords		None	
Held/Worn:		110930*		Jewelers		1				Hammerdwarves		None	
				Craftsdwarves		7				Hammer Lords		None	
Imported Wealth:		1896469*		Nobles/Admins		13				Speardwarves		None	
				Peasants		13				Spearmasters		None	
Exported Wealth:		577033*		Children		30				Marksdwarves		None	
				Fishery Workers		None				Elite Mrksdwrvs		None	
Food Stores:		23439		Farmers		26				Wrestlers		None	
Meat		14		Seeds		961				Elite Wrestlers		None	
Fish		None		Drink		12308				Recruits		None	
Plant		334		Other		9822							
				Other Animals		A		28					

Another year ticks by on the calendar. The younger dwarves celebrate it, but the older dwarves dread the doom that it brings ever closer to them.

A Khamerite dwarf has become a legendary mason after being drafted to construct the tower, and as such receives a new name. He is now known as Nix.

S: 144	'Nix' Degēlum. " 'Nix' Gallegnails". Khamerite									
'Nix' Degēlum has been ecstatic lately. She talked with a sibling lately. She admired a fine Door lately. She slept without a proper room recently. She had a fine drink lately. She was glad to have punishment delayed recently. She had a wonderful drink lately. She ate a legendary meal lately. She had a truly decadent drink lately. She had a pretty decent drink lately. She is the daughter of 'Jewelettarette' Praisegilds and 'Khamero' Bridgepraised. She is an ardent worshipper of Ber Steelearden the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Nix' Degēlum likes Hornblende. Lay pewter. Onyx opal. ivory. Pig tail Fabric. the color jade. picks. caps. dogs for their loyalty and fox squirrels for their tenacity. When possible. she prefers to consume Dwarven wine. She absolutely detests flies. She occasionally overindulges. She prefers to be alone. She is confident. She has a sense of duty. She strives for excellence. She possesses great willpower. She needs alcohol to get through the working day.										

Urist names one of her younger sons Nullus, while still sadly remembering the short life of Prince NobodyPro.

S: 141	'Nullus' >nuludesh. " 'Nullus' Mirroredskins". Prince									
'Nullus' >nuludesh has been ecstatic lately. He talked with a sibling lately. He admired a completely sublime tastefully arranged Statue lately. He admired a completely sublime Bed lately. He slept without a proper room recently. He is the son of Urist Salvedangers the Foggy Barbs and 'Kulaka' Whipcolor. He is a worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Nullus' >nuludesh likes Silty clay. Black bronze. Goshenite and green glass. When possible. he prefers to consume dwarven milk. He absolutely detests toads. He can be very happy and optimistic. He appreciates art and natural beauty. He is very willing to compare himself favorably with others. He takes time when making decisions. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.										

Then there is the Kurkish dwarf Innigma, a man of such dashing swagger and lust for revenge, that Urist cannot help but draft him as a swordsdwarf. The death of his father Kurk Quorcane has always seemed suspicious to him. He suspects foul play and has sworn to avenge his father's death. His anger drives him forward.

S: 226	'Innigma' Rutodthīkut. " 'Innigma' Dashbook". Kurkite									
<p>'Innigma' Rutodthīkut has been ecstatic lately. He talked with a sibling lately. He was comforted by a lovely waterfall lately. He has been tired of eating the same old food lately. He slept without a proper room recently. He admired a fine Bridge lately. He was nauseated by the sun lately. He is the son of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazecraft. He is an ardent worshipper of Ber Steelearthen the Dyes of Brightness. He is a citizen of The Ageless Matched Lashes. He is a member of The Hammers of Smashing. 'Innigma' Rutodthīkut likes Obsidian. Bismuth. Fortification agate. Pine. deer leather. horn. the color dark olive. bucklers and rings. He only rarely feels strong cravings or urges. He is confident under pressure. He is somewhat reserved. He is unassertive. He has a great awareness of his own emotions. He has a sense of duty. He is occasionally given to procrastination. He needs alcohol to get through the working day.</p>										

There is also another Kurkite named Liam who has been drafted as a marksdwarf. He is training with bone bolts now, preparing to defend our great home from the elven and goblin hordes.

S: 143	'Liam' Arandodək. "'Liam' Sculptureclasp". Kurkite									
'Liam' Arandodək has been ecstatic lately. She has complained about the draft lately. She admired a completely sublime tastefully arranged Statue lately. She admired a fine Bridge lately. She had a fine drink lately. She talked with a sibling lately. She was glad to have punishment delayed recently. She made a friend recently. She had a wonderful drink lately. She slept without a proper room recently. She was irritated by the sun lately. She had a pretty decent drink lately. She was nauseated by the sun lately. She is the daughter of 'Petbeard' Lulledmerchant and 'Kurk Quorcane' Blazecraft. She is a faithful worshipper of Ber Steelearthen the Dyes of Brightness. She is a citizen of The Ageless Matched Lashes. She is a member of The Hammers of Smashing. 'Liam' Arandodək likes Graphite. Zinc. Topazolite. crescents. war hammers. chain mail. quivers. cages and giant olms for their gills. When possible. she prefers to consume Dwarven rum. She has a calm demeanor. She is slow to anger. She is self-conscious. She occasionally overindulges. She doesn't handle stress well. She is rarely happy or enthusiastic. She loves new and fresh ideas. She admires tradition. She is candid and sincere in dealings with others. She needs alcohol to get through the working day.										

Then there was Tor, a dwarf, who, like Nahere, is feeling the pressure of socializing with the psychopaths of Blockedlance. He dreams of hermiting away for the rest of life in the comfort of the mountains known as the Ruthless Tower. This is quite odd actually, because Tor is quite a legendary socializer.

(Vega and Agish are on the way...maybe a couple more posts)



Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **nil** on **May 25, 2011, 07:41:23 pm**

Nix? Nullis? Requesting that my dwarf plot to murder them both on the grounds that their names are uncomfortably close to his.

(j/k)
(or am i????)

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **May 25, 2011, 07:45:32 pm**

Spring brings another wave of crusaders washing our hinterlands in blood and flames.



While Baron von Freden trains the axedwarves, MadMonkey24 is the only available superdwarf that can take care of the elves.



He cuts down the scrawny elves with his artifact demon sword with no problems. The iron within the sword Strengthtrusses the Jaw of Reverence hungered for blood. The finely crafted iron image of the demon Er Dreadglances glowed brightly whenever an elven soul was struck down and sent to Armok.



The elves continued to fire their potshots though. With so little life left in her body, the Empress did not want to halt the construction of the new tower. Therefore, no one was ever ordered inside. The peasants risked their lives at the entranceway.

MadMonkey24 eventually made his way back to the eastern gate and managed to save a few dwarves. The battle was fierce, and his right upper arm was burned inside his steel armor.

MadMonkey24: Iiraiágesh Bonun Thad: Champion
“MadMonkey24: Treatycontest the Soot of Crowds”

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

More elves to the south chased and corralled more dwarves and began setting the swamplands ablaze around them.



It is here on this ground that Chare gets charred. The flames engulf her entire body, and she runs screaming into the fortress, with a trail of black smoke behind her.

Chare

Delerlikot

Slemitic Noble

Chare

Steelinked

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Chare becomes one with the char.

The dwarves try to put her out, but she bleeds to death from her wounds.

Chare Delerlikot Slemitic Noble has bled to death.

Back in the burning swamp, Tallpanzer, the Khamerite Lye-maker is heavily wounded before MadMonkey can finish off the bastard elves.

TALLPANZER

Atöloslan

Khamerite Potash/Lyer

TALLPANZER

Foundwinds

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Pain

stomach
left shoulder
left hip
lower spine
third finger
left hand

He tries to crawl away from the approaching flames....



But continues to fall unconscious every few steps. When he disappears under a thick cloud of smoke, he is feared lost. He proves more resilient than that however..



He manages to hobble his way back across the bridge just as the flames consumed the entire southern marshlands (and burned down the bridge again).



When Tallpanzer finally collapses inside the fortress and the dwarves have a chance to take a look at him, they realize that his lower spine has been injured, and he will never walk again.

Oh fate, how cruelly you spit at mortals.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Chessrook44** on **May 25, 2011, 08:38:32 pm**

The bridge was burned AGAIN?! Why don't they just build it of STONE?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Javarock** on **May 25, 2011, 10:27:18 pm**

Journal Of Giovanni:
Entry #1.

I have taken to calling my new slave Twinkles. Twinkles seems to be helping for all intents and purposes with the construction of the tower however I cannot help wondering if Twinkles is beginning to guess the true purposes behind the tower, Of my wish to be able to interact with the celestial bodys in the sky, Of grabbing stars and using them as an alternative fuel source. If Twinkles were to find out I am sure he would make an attempt to tell our queen, However I have no idea what her reaction would be. So the secret must be kept at that a secret. If Twinkles were to find out I must assuredly kill him. No one will hamper my dreams, And any that do save the queen must die.

(The journal continues on, Detailing various levels of the tower and more ramblings about Twinkles)

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **peregarrett** on **May 26, 2011, 01:55:44 am**

So, the guilt of Khamerites is slowly being forgotten? They are allowed to do some masonry, among with carpentry...
How's my dwarf going, by the way?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **May 26, 2011, 06:21:46 am**

ze hermits are awesome. also, nice sketch!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **EmperorNuthulu** on **May 26, 2011, 12:14:02 pm**

Heh, I'm waiting for the hermits to all team up and set up their own fortress, hermit power! :D

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **filiusenox** on **May 26, 2011, 03:10:33 pm**

Quote from: EmperorNuthulu on May 26, 2011, 12:14:02 pm
Heh, I'm waiting for the hermits to all team up and set up their own fortress, hermit power! :D
Spoiler: Hermits united? (click to show/hide)
No clue in hell why I linked this.

Is filiusenox next in line for the throne?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **May 27, 2011, 05:59:54 am**

yas, and we shall live in communistic commune, sharing everything. EVERYTHING.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Chessrook44** on **May 27, 2011, 06:46:01 am**

Quote from: kerlc on May 27, 2011, 05:59:54 am
yas, and we shall live in communistic commune, sharing everything. EVERYTHING.
Eeeeewwww.....

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **May 27, 2011, 06:47:19 am**

it is the way of the hermit!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **EmperorNuthulu** on **May 28, 2011, 05:06:52 pm**

No we have to unite but at the same time only live in caves on our own. It will be difficult, but it will work.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **May 30, 2011, 08:59:20 am**

maybe an "accidental" breach of someone's cavern will occur. MAYBE.
or someone is going to lose a kitten. to a BISCUIT!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **June 01, 2011, 11:14:49 pm**

Quote from: Chessrook44 on May 25, 2011, 08:38:32 pm
The bridge was burned AGAIN?! Why don't they just build it of STONE?

It is stone. Still burns though.

Quote from: peregarrett on May 26, 2011, 01:55:44 am
So, the guilt of Khamerites is slowly being forgotten? They are allowed to do some masonry, among with carpentry...
How's my dwarf going, by the way?

Not forgotten, just ignored for now since the Khamerites still have a use. There is plenty of work to be done on the tower and the above ground settlement, and if a few of them can be convinced to serve in the military and die for Blockedlance then thats all well and good. As a ruler, you never want to overlook sources of cheap labor and/or cannon fodder.

Ill try to get you in an update soon.

Quote from: EmperorNuthulu on May 28, 2011, 05:06:52 pm
No we have to unite but at the same time only live in caves on our own. It will be difficult, but it will work.

Ahhh, the individual vs the group. One of the many conundrums of life. Human beings are most powerful in groups, and can achieve their greatest accomplishments. Yet it is precisely because the group is stronger than the individual that makes the group a dangerous thing to the individual. I say, it's best just to grab a bag of ratweed and find a cave with internet access to go hermit in until you die. You only ever really need to leave your hermit cave to hunt for poon. Or to locate more ratweed.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **June 02, 2011, 12:52:48 pm**

or find a way to grow ratweed in your cave.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **peregarrett** on **June 02, 2011, 01:48:24 pm**

Quote from: kerlc on June 02, 2011, 12:52:48 pm
or find a way to grow ratweed in your cave.
Oh, it's simple. You just plant rats that their tails stick up out of dirt and wait till they grow.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **colmmcsky** on **June 05, 2011, 01:07:44 am**

This is a great story, and I'm really pleased that its still going!

Can I be dwarfed? I'd like a military dwarf if there are any available, but if not, any profession would be fine. I want to have a Fun death, and being a fighter is perhaps the fastest way to get that, but Armok knows it's hardly the only way!

Call him or her Colm.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **denisol** on **June 05, 2011, 11:16:32 am**

so i am the king of slaves ... can i part water and rain down slugmen onto blocked lance? also , wasnt i a strand extraxter initially ?
anyways awesome tale you got here and i wish it to never end .

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **kerlc** on **June 21, 2011, 07:19:20 am**

BUMP! sorry to say that, but it really is. i guess RL has taken (or at least slowed down) this fortress. have you died, mrGimp?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **June 28, 2011, 10:00:07 pm**

Quote from: colmmcsky on June 05, 2011, 01:07:44 am

This is a great story, and I'm really pleased that its still going!

Can I be dwarfed? I'd like a military dwarf if there are any available, but if not, any profession would be fine. I want to have a Fun death, and being a fighter is perhaps the fastest way to get that, but Armok knows it's hardly the only way!

Call him or her Colm.

Ok Ill add Colm. Sorry for the delay in repsonding.

Quote from: denisol on June 05, 2011, 11:16:32 am

so i am the king of slaves ... can i part water and rain down slugmen onto blocked lance? also , wasnt i a strand extraxter initially ? anyways awesome tale you got here and i wish it to never end .

Airag would probably be king of the slaves. Denisol Noblerope is king of the bourgeoisie. The Kurkish clan is loyal and gets to live in the nice bedrooms made of flux stone....good solid dolomite exquisitely engraved by the Empress herself. Yep, you were strand extractor originally, and were not born first in line to inherit the leadership of your clan. However, when your elder brother Johann Schmidt was a young boy, he was abducted by goblins and so you became the eldest. Your brother, the true heir, still lives.....somewhere out there.

Quote from: kerlc on June 21, 2011, 07:19:20 am

BUMP! sorry to say that, but it really is. i guess RL has taken (or at least slowed down) this fortress. have you died, mrGimp?

That unforgiving bastard Death has not visited my fate upon me yet, thankfully. But Economic Wage Slavery HAS visited his misery upon me in the meantime. Glorious beardedly developments in my life though. Note to self: it's good to make friends with rich people who bring you more work from other rich people. By Armoks bloody beard I will have my fortune one day soon!!!

I will probably not be able to play DF much for several more weeks though. :(I barely have time even to get on bay12 or other interwebs. :(All I do is work. Work and sleep.

The story is not dead though! I have already sworn to Armok most high that this story would be completed, no matter the cost! When this current round of work is done in a month or two I will have plenty of time (I hope) to run a DF marathon down to the end of the story.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**

Post by: **JacenHanLovesLegos** on **June 29, 2011, 08:30:24 am**

Build the bridge out of iron. If that doesn't work, then try steel.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**

Post by: **Mobotium** on **June 29, 2011, 12:26:43 pm**

Nice... Epic story, just took some 2 days whort of spare time to read it all.

2 things to ask:

whats your current fps? (cheers if its above 5)

Can I be dwarved? Any sex, name: Mobo Profession: Deffenceless hobo. If possible, and according to your wishes for the story ofcourse, I would like to be a khamerite that was given the best weapons they could scavenge from the hordes of dead... stuff, outside the walls and the task of deffending the rest. Have them build a guard house for him and maybe a small wooden palissade around their *enclosure*. Maybe latter you could "accidentaly" let a gobbo into the enclosure and watch as he burned the walls... hehe.

As for weapons, just give him some cheap stuf, cooper or iron for example.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**

Post by: **MrGimp** on **June 30, 2011, 09:13:04 pm**

My FPS is actually pretty good on my newer computer. In regular 40d I get better FPS, like 40 or so. In 40d18 I get about 30.

Ill add Mobo the hobo.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**

Post by: **MrGimp** on **June 30, 2011, 09:49:20 pm**

Christes stumbled forward. Ever onward. It seemed as if it had been years since her and the nameless telepath had been standing at the top of a mountain looking down at what the telepath assured her was a coastline from which they could sail towards Tradan's current location in the void. After marching down however, they marched back up. Then down. Then up. Now they were marching down again. Finally Christes could take it no longer.

"I've had it! We've been marching for years!!! Where's Tradan???"

"Hey...calm down.....the coastline is just a little further ahead."

"You said that years ago! You pointed down and said, 'theres the coast, lets head down there'."

"We are heading down there now," said the telepath, not understanding what the problem was.

"Its been years!!!"

"Well, the Infinite Void is a very large place," reminded the telepath. "Is that my fault?"

"How did you see the coast if we were not on the summit?" asked Christes, foolishly attempting to use logic on the mad telepathic void-being.

"Simple. The mountains are made of empty void, just like everything else. I looked through them and saw the coast." The voice of the telepath that rang out in Christes mind appeared to have no problem with this explanation.

"Sooo....you know just as well as I do that there is no ground beneath us? No mountain? No coastline?"

"I didnt say it wasnt there....I just said it was made of nothing. Jeez....you dwarves just dont listen very well."

Christes was as confused as ever. "So things are made of nothing. Only you can see them, but yet, you still know that they are not there and are all just a figment of your imagination?"

"Figment of my imagination? I dont know why you cant see the mountains and the sky and the coast.....none of my visitors here in the

void could see anything but void either. You just arent seeing what is clearly there."

"I saw the floor at your house. I saw your table. When you walked about your house I saw more of it. Hallways, corridors, and rooms."

"Perhaps because I spent so much time there, I made the nothing more into something....and perhaps that area of the void was no longer void...." wondered the telepath out loud.

"But you know that its nothing! You know this is void!"

"Of course. Everything is made of nothing. What else could it be made of?" asked the telepath. The question boggled the mind.

"I dont have time for your riddles telepath!"

"I dont have time for your ignorance dwarf! Even the solid matter being you think you are is made of atoms....atoms which are 80% empty space according to the best scientists in your world. If their microscopes were better, they would only see that the other 20% is made of nothing as well. How is your world any less of a void than mine?"

Christes heart sank at the insanity of existence. "I just want to see my Tradan again!" she cried. "By the Gods....it would be wonderful to spend some time with a sane person after all this time!"

"So now I am insane? You are the one that cannot see what is clearly there!!!"

"If it is just void between us and Tradan, why cant we just fly there directly?" begged Christes.

"Bah! Where is the adventure in that? The whiteness will drive you mad! Mad mad mad!!! Now come! Theres a city on the coast down there with a boat we can sail across the ocean with. We shall find your Tradan!" The telepath marched off down the invisible slope of the mountainside, whistling merrily as he did so. Christes watched the mad humanoid start to shrink into the distance before finally, with no other choice, she began walking after him.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Conan** on **June 30, 2011, 11:42:01 pm**

When did dwarves get microscopes and learn atomic science? Next thing you know there'd be magmatomic bombs.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **July 01, 2011, 11:04:03 pm**

Judging from the perpetual motion devices, quantum stockpiling, atom smashing bridges, and the fact the every being in the universe is exactly one heisenberg uncertainty unit in height, I would have to say the dwarves of dwarf fortress have a much more solid understanding of atomic and subatomic physics than we do today.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **NRDL** on **July 24, 2011, 01:39:00 am**

Bump. Also, Mr. Gimp, what version of DF are you using?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Moose Fisher** on **August 16, 2011, 05:11:27 pm**

Quote from: MrGimp on May 05, 2011, 12:18:14 am

Spoiler (click to show/hide)

'Moose' Dodoktangkak. Noble has bled to death.
Gedol Ashenakbrak. Wushak Gneashak great.

This is a shocking blow. The Slemites are the smallest clan, and each death impacts them greatly.

Also, Moose was our Metropolis Manager.

Metropolis Manager VACANT

So now we have to find a new outpost manager. What an interesting life Moose lived. She grew up the daughter of a Duchess and Duke that was murdered by her Queen. Whn she was 12 she was abducted by quarcaine-addicted creepy miners and held in a cave for some time. Then she came back and was Metropolis Manager. Now...now she was a rotten corpse in a field. She was taken down to her tomb in great sadness.

My dwarf died after all this time? At least it was a good life, filled with luxuries and quarcaine.

If there's any dwarf available, name it Fisher.

I'll continue reading this spiral of corruption like I have so long ago.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **NRDL** on **August 17, 2011, 05:03:45 am**

So...Mr. Gimp....any updates coming?

please?

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **Nunzillor** on **August 19, 2011, 04:09:04 am**

Hmmm he did say something about taing a 2-month hiatus...
I'm sure he'll return eventually. He always does.

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **grank6** on **September 24, 2011, 12:23:58 pm**

wow that took me about 3 days or so to read all this and it was worth it and i'm shocked this isn't done yet because this was started a couple years ago

also is this the oldest fortress or something seriously only fort i heard was like 15-20 years before this but now its more then 50 years!!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **October 23, 2011, 10:56:19 am**

Quote from: grank6 on September 24, 2011, 12:23:58 pm
also is this the oldest fortress or something seriously only fort i heard was like 15-20 years before this but now its more then 50 years!!

50 years? BAH!!! This fortress is nearly ONE HUNDRED YEARS OLD!!!!

And yeah I think its the oldest fort in a community story. Quantum Sawdust still holds the record for oldest fort ever though. Look up Flarechannel on the map archives. I think he had it up to 250-300 years last I checked. He had families going back several more generations than even I do.

Quote from: Nunzillor on August 19, 2011, 04:09:04 am
Hmmm he did say something about taing a 2-month hiatus...
I'm sure he'll return eventually. He always does.

IVE RETURNED!!!!

Work has KICKED MY A\$\$!!!!!!!!!!!!!! My life has sucked purring maggots lately. Ive been working back to back 20 hour shifts. Last wednesday I worked a 33 hour shift. I told one of the Indian guys that works with us that I worked a 33 hour shift and he said, 'that reminds me of my days in Banglaore!'. Thats right people, Im putting in so many hours that people who have worked in the third world can relate to it. lol

Buuuuuuutttttttt.....

Spoiler (click to show/hide)
Im making more money than I ever have before in my life!



The software is basically finished (except now theres a new piece) and we are already using the latest version in our offices. We are selling it to some banks now, and supposedly I will get 20% of the sales. I've always expected to get screwed out of that though, and so far no money has come my way from that portion. 😞

Oh well...Im happy to be making good money in the middle of the Great Recession.

(Any rich people reading this will laugh their asses off. Its a pathetic amount of money in the grand scheme of things, even if I get the 20%. But to me, having lived in a raunchy ghetto for many years, working crap jobs in factories, warehouses, as a taxi driver, a pizza delivery guy, a telemarketer, a door to door salesmen, etc....it feels good not to have to stress over bills anymore.)

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **UltraValican** on **October 23, 2011, 11:00:27 am**

Awsome story, and congrats on your WINNING!

Title: **Re: Blockedlance - Skirmishes of Ragnarok**
Post by: **MrGimp** on **October 23, 2011, 11:14:54 am**

Christes and the mysterious telepath made their way down an invisible mountain. According to the claims of the telepath, they came upon a seaside town with mighty walls. Christes did not see it, though she could feel the ground under her feet, and even bumped into the town walls rather forcefully while trying to prove to the telepath that there was no town there. Having proved his point, the telepath then led Christes around the invisible town as he tried to purchase passage across the great ocean from one of the many ships in town. Christes grew tired of bumping into things she could not see, and began to become unhinged when she heard the voices of invisible people that the telepath was talking to. The invisible townsmen always charged too much, or had no ships available, or no ships going in that direction. Eventually Christes walked off on her own to keep her sanity. She sat on an invisible bench in an invisible park and watched as the telepath walked back and forth across the white void haggling with nothingness over the price of an invisible boat to sail across an ocean that was not really there.

It was a spectacular sight to see the telepath vigorously pursuing something of no significance. Could they not just walk there as they had been doing? What made this whiteness water, and that whiteness land? It was only the influential power of the telepath's hallucinations that forced Christes to play along. She could feel the ground under her feet when the telepath said it was there. She felt the hard smack of the city walls when he told her she was about to walk into them. She knew that if she tried to continue walking in the direction they had been traveling, she would likely drown in an imaginary ocean.

Perhaps she should just go with the hallucinations? Back at the telepaths 'house' she was able to see some of his hallucinations and take part in them when she really tried to. However, Christes feared going mad the way the telepath had gone mad. She feared losing her grip on 'reality'.

The telepath at last came back to her. "I've found a ship! We shall get direct passage to the distant shore! And for only 5 gold coins each! Isnt that a bargain?!" The telepath smuggly patted a non-existant coin purse hanging from his belt. His face was beaming with

delight.

Reality? What was reality? Why fight the dreams and hallucinations around her, when such joy could be harvested from the meaningless wanderings and deal makings?

"Alright, lead the way," replied Christes as she stood to her feet. She followed the telepath into the whiteness where he said their ship was waiting for them...

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **MrGimp** on **October 23, 2011, 12:42:16 pm**

Back in the horrid hell halls of Blockedlance, where the screams of the dead and dying drive the living mad, many dwarves were already speaking of heading out beyond the safety of the walls in order to dig a hermit cave for themselves and live off the land. Many dwarves were already expressing anti-social tendencies while they squirreled away deep in the bowels of the fortress.

'Nix' Degëlum. Khamerite Carpenter withdraws from society...

Their temporary pursuits of hermitage brought wonderous creations to our dark fortress.

S: 143 Kenumid. "Whimfell". a Bituminous coal weapon rack

This is a Bituminous coal weapon rack. All crafts dwarfship is of the highest quality. It is encircled with bands of Bituminous coal, kobold bone, horse leather and Tower-cap. This object menaces with spikes of Bronze. Pig tail and Tower-cap. On the item is an image of Styletops the Confidence of Pine the Raw adamantine table in Tower-cap.

Wonders like this Bituminous Coal Weapon Rack brought to us by Nix. Yes. What a wonderful creation. I totally would rather have this than another artifact weapon or piece of armor. Yep.

In other news, since our old Dungeon Master Petbeard has died of old age and joined Kurk Quorcane in the afterlife, a brave bearded soul has marched in from the hinterlands with a patent of nobility and an application for the job. Unfortunately for the would-be Dungeon Master, he worships the wrong God. This is not tolerated in Armok's holy city, and while the Empress expresses kindness and civility openly, behind the scenes she plots his untimely demise.

Dungeon Master Kol Cattenothlest has arrived.

S: 142 Relationships of Dungeon Master Kol Cattenothlest

Kadôl Oltarral Deity

Why should we allow this taint in our lands? The Khamerites are bad enough being half pagan, we simply cannot let a full pagan into a position of power. It just wont do for the capital of dwarfkind.



After all, Blockedlance is so rich and so opulent that even the rotten bread sitting under clouds of miasma is worth a lifetime's earning for an average dwarf.

S: 144 Rotten Whip vine flour roast #161

This is a stack of 16 exceptional prepared rotten Whip vine flour roast. The ingredients are exceptionally minced Dwarven sugar, exceptionally minced Dwarven wheat flour, superiorly minced Whip vine flour and superiorly minced Whip vine flour.

Basic Value: 7200*

Summer of this year brings us a caravan from the human lands...



...and it also brings another siege from the goblins.



They are immediately pummeled under a hail of bolts from atop our mighty walls!



They can do no harm to us or the caravan at all.



The humans, having seen Blockedlance grow from a small hole in a hillside to the capital of all dwarfkind, with a temple to the Blood God, a pyramid to a mad Empress, and the thickest and sturdiest walls which were now completely surrounded by a moat of lava are indeed quite struck by the terror of the place as they pass by the carcasses of the goblins that had so recently been pursuing them.



It is this year that Urists eldest son and eldest daughter come of age. The two brats, ever quarreling about who deserves the Imperial Crown, immediately begin sparring in the barracks, continuously trying to one up the other and prove their superior strength and bloodlust.

S: 141	Relationships of the Empress Urist Sibrekkezat Amugrobek
Kulaka, Hanrekdukas, Priest-Ring	Husband
Lucifer, Emalushat, Crown Prince	Eldest Son
Uggi, Likotnanir, Princess	Eldest Daughter

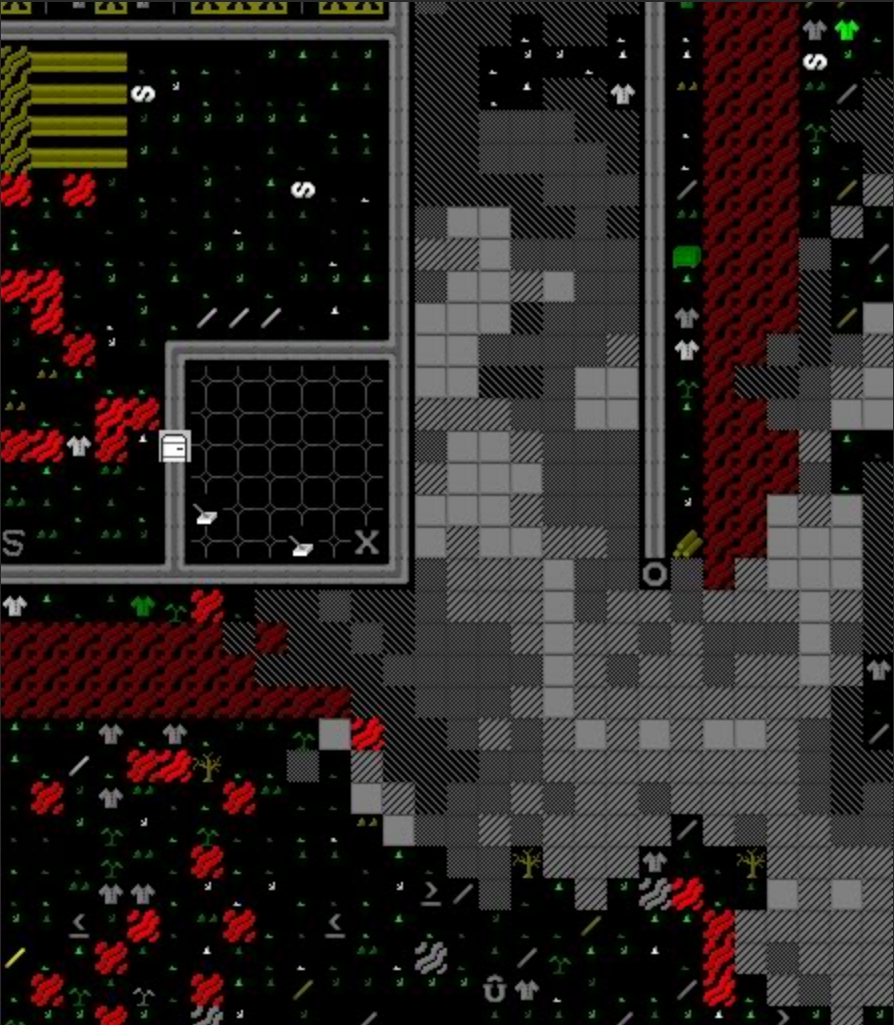
Another season brings another goblin siege. This winter they send another brood of their endless swarm against us.



Of course they burn the bridge again....



...and set a bunch of stuff on fire.



Our champion marksdwarves repel them, but unfortunately Captain Coder takes a few too many bolts in his body and has a hard time keeping his blood inside of himself. Corcha receives a battlefield promotion while standing beside the corpse of her former commander.

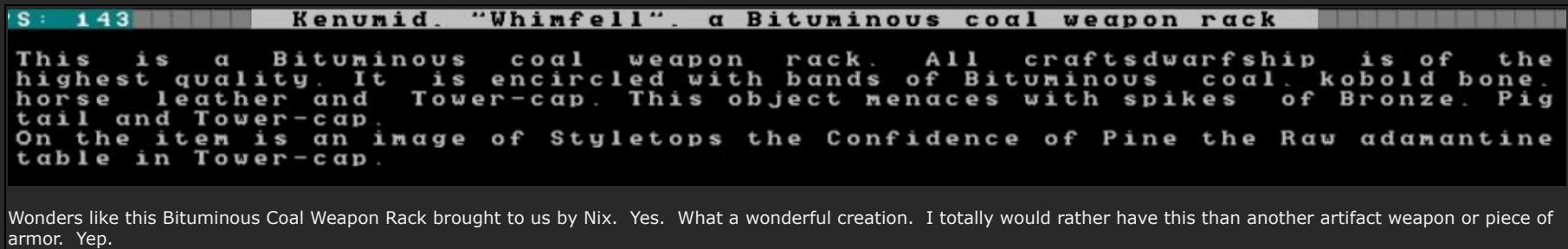


‘ Captain Coder ’ Lirshorast. Champion has bled to death.
‘ Corcha ’ Rovodolin now commands “The Blockaded Towers”.

Yay!
Its back from hell!
Congrats Mr.Gimp.

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Innominate** on **October 24, 2011, 01:23:17 am**

Quote from: MrGimp on October 23, 2011, 12:42:16 pm



Don't be so hasty. This is a great opportunity to set it on fire and use it as a booze fuse. If you submerge it in magma it should burn forever (since as an artifact it cannot be destroyed). You can then store booze in a one-tile garbage chute with a bridge at the bottom. Open the bridge and the booze falls onto the bituminous coal, which should very quickly boil all of the contents (and set the barrels on fire, of course).

This is hypothetical, but I would love to try it. If nothing else it would be funny watching kobolds trying to steal it.

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Keltiknight** on **October 24, 2011, 12:25:47 pm**

Hey, hows my warrior dwarf doing? Since this is back again, I'm curious.

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **DerÜbermensch** on **October 24, 2011, 02:54:44 pm**

And enlighten us on the adventures of our newest grunge harpest

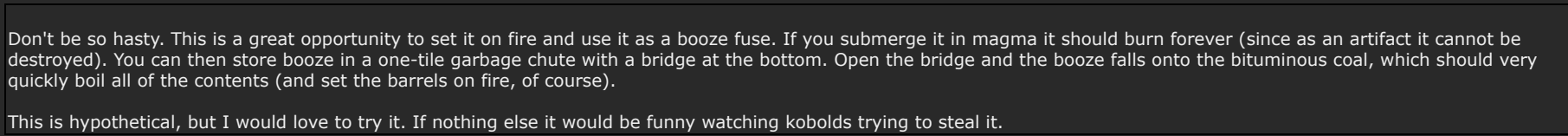
Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **NRDL** on **October 24, 2011, 09:02:11 pm**

My guy turned into a hermit. Cool.

Can I please have a personality and skills check on him?

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **MrGimp** on **November 05, 2011, 02:04:45 pm**

Quote from: Innominate on October 24, 2011, 01:23:17 am



This is a great idea actually. Now I wanna set this thing on fire and play with it! lol

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **MrGimp** on **November 05, 2011, 02:29:00 pm**

Sorry for delay again. Im trying not to have any more stops until the end of the story (Ragnarok).

Its a picture heavy and story heavy thread so it can take some time to put together a post, and I dont have much time these days. I apologize for not being able to follow every dwarf. I try to get everyone in the story as I go. As far as a guarantee though, I can only guarantee that a dwarf gets two posts. The post where your dwarf is born/named, and the post where they die. All other posts are bonuses that come when DF rolls the dice your way and causes something interesting to happen to you or near you. Also the dwarves get posts when they come up in a story scene.

But with almost 100 named dwarves its impossible to follow them all. :(Sorry my dwarven brethren.

I suppose though if you have not been mentioned in the story then shout out your dwarf's name and Ill try to work them into a story post in the future.

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **MrGimp** on **November 05, 2011, 03:30:30 pm**

The spring sun has come out and warmed our lands out of the depths of winter. It is now a new year, the 292nd year since the end of the last demon wars.

S: 144olis Rifotkûbuk. "Blockedlance"					21st Slate. 292. Mid-Spring				
Animals		Kitchen		Stone	Stocks	Prices	Currency	Justice	
Created Wealth:		22387167*		Population:		115			
Weapons:		729345*		Miners		1		Champions	
Armor and Garb:		3016421*		Woodworkers		3		Axe Lordes	
Furniture:		4170659*		Stoneworkers		4		Swordsdwarves	
Other Objects:		5057668*		Rangers		None		Swordmasters	
Architecture:		5048126*		Metal Smiths		2		Macedwarves	
Displayed:		4210860*		Jewelers		1		Mace Lords	
Held/Worn:		154088*		Craftsdwarves		7		Hammerdwarves	
Imported Wealth:		1836575*		Nobles/Admins		14		Hammer Lords	
Exported Wealth:		658623*		Peasants		14		Speardwarves	
Food Stores:		23332		Children		27		Spearmasters	
Meat		8		Fishery Workers		None		Marksdwarves	
Fish		None		Farmers		25		Elite Mrksdwrvs	
Plant		511		Engineers		2		Wrestlers	
		Drink		Trained Animals		A		Elite Wrestlers	
		Other		Other Animals		A		Recruits	
		9331				28			

Many said these lands were cursed, and that the dwarves had awoken the greatest of the ancient demons, and that soon the world would fall to ruin as it had before. However, when surrounded by the luxurious opulence of Blockedlance and its immense wealth valued at over 22 million copper coins, it was easy to ignore the goblins and elves banging at the gate.

This spring was not just accompanied by the birth of new plant life, but the birth of new Dwarven life as well. Both the Empress and the Khamerite brood mother have given birth to girls.

'Jewelettarette' Libadoltar. Slemitic has given birth to a girl.
'Mogror Harbett' Dolushtun. Engineer of Death cancels Load Cage Trap: Needs empty cage.
Urist Sibrekkezat Amugrobek. Empress has given birth to a girl.

It was both joyous and bitter, as the Empress knew that every broodling she had was security that her dynasty would rule till the end of time, but every child of the Khamerite brood was a threat to her and her lineage.

It was also joyous and bitter when a siege came. Bitter because we always grit our teeth at evil goblin scum. Joyous because Asmel Zulbandak, Khamero's mother, has been wounded by goblin arrows as she defended the courtyard walls.

FPS: 141

SIEGE

Dwarf Fortress

Idlers: 1



Asmel Zulbandák. Khameros Mother

"Asmel Bannertrees"

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

left foot

pancreas

right kidney

left shoulder

left hip

third toe. right foot

fourth toe. right foot

fourth toe. left foot

fifth toe. right foot

g: Gen i: Inv p: Pref w: Wnd

Space: Done

Unconscious

Her wounds bleed profusely, and she dies atop our mighty stone defenses.

Asmel Zulbandák. Khameros Mother has bled to death.

This kill earns the elite goblin crossbowman below a name. Rumorjackals. He is the Hyena of Death, and he shouts it out in the middle of battle. He takes a bolt to the leg, but continues to rain hell up several z levels and through our fortifications.



Tithlethsoshosh. Goblin Elite Crossbowman

"Rumorjackals"

upper body

lower body

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

left foot

g: Gen i: Inv p: Pref w: Wnd

Space: Done v: Next

Corcha Archtongs, the Contemtable Pride of Ink valiantly tries to hold position atop the walls and remain firing. However, several bolts pierce her body, and she is forced to crawl away into the safety of the guardhouse, leaving behind a trail of blood.

Damn you Rumorjackals!!!

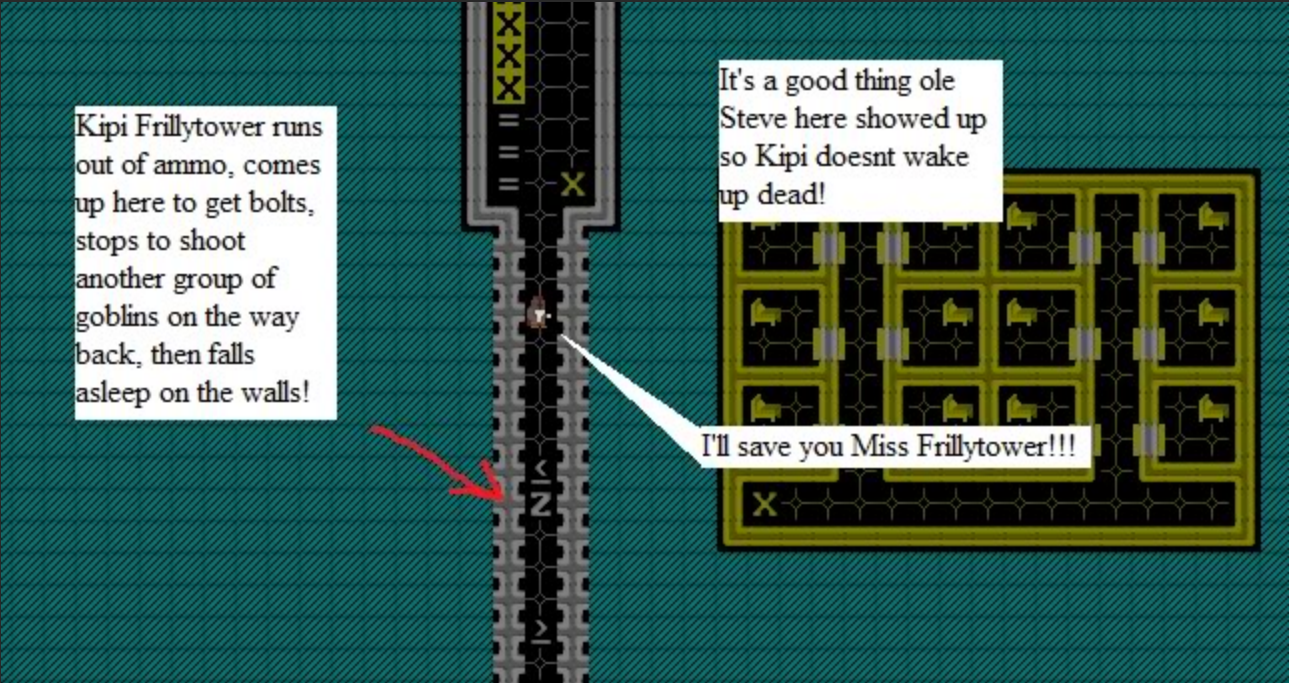


The now legendary champion Kipi Frillytower the Ivory Relief of Oil takes position along the parapets, relieving Corcha.



She mows down several beak dogs and lesser goblins, taking a bolt in the process. Twas but a flesh wound, happily. She soon ran out of bolts and ran to the nearest guardhouse that still had any bolts left in it's stockpile.

On her way back to her position on the southern wall, she is pegged by another goblin bowman and stops to return fire. All this fighting makes her sleepy however, and she decides to take a nap right there in the middle of battle.



Her squadmate Steve stands beside her slumbering body and tries to defend her. His position is hopeless however, and the Empress knows that she might soon find all of her champion marksdwarves dead. She acts quickly. She orders the eastern bridge lowered, and our last truly elite champion superdwarf charges out in berserk bloodlust. He cut through the goblin squad that had camped outside the gate. He cut through them like butter. Their flames could not burn him.



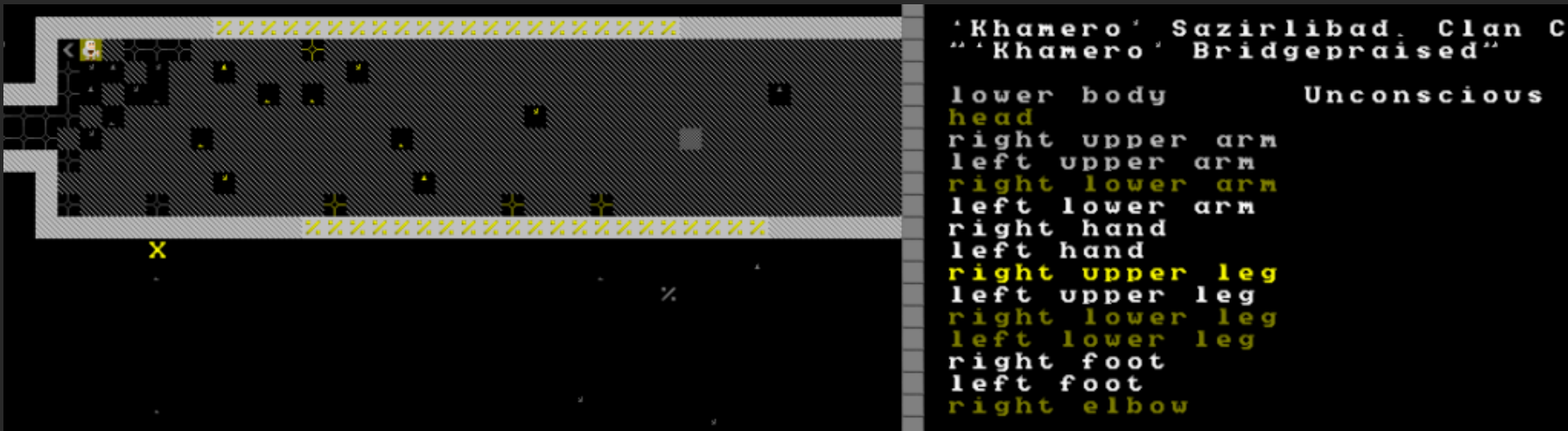
Now he turned to the remaining goblins, the ones that had wreaked so much havoc. It was a mad charge. One lone melee dwarf against several squads of firebreathing goblins with elite bowgoblins among them....



Dodging flame and bolt alike he sliced through the petty goblins as if they were not there. Within moments of his arrival most of the goblins were dead or dying. The remaining few ran for their lives.

The siege had been broken.

Amidst the cheers and celebrations of this heroic charge, Urist tried to take advantage of the moment and orchestrate a plot against Khamero. His mother had died, and Urist hoped to decapitate the leadership in one fell swoop. Khamero had been working deep below, as a mason and miner on her mysterious catacombs beneath the pyramid. Urist ordered her loyal Stonecutters to make him have an 'accident'.



A layer of stone collapsed on top of him, a cloud of smoke choked him, and many wounds bled from his body...but old Khamero refused to die.

Title: **Re: Blockedlance - Exiled to the Surface!**
Post by: **Hitty40** on **December 01, 2011, 02:52:23 pm**

Quote from: Tradanbattlan on April 24, 2011, 11:58:13 am
Poor kobolds.
May their adorable little eyes rest in peace.

THERE'S A KOBOLD IN DISGUISE IN THIS HERE FORUM!

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **grank6** on **April 16, 2012, 08:21:33 pm**

i hope this topic hasn't been forgotten but your busy i'm guessing

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **NRDL** on **May 31, 2012, 03:18:05 am**

I...just re-read the entire thing. I felt an odd sense of nostalgia when I saw my post asking to be dorfed. I *think* this was the first community fort I asked to be a part of. *brings tears to eye*.

Welp, this has been an awesome story, truly amazing, and whether it gets completed or abandoned, it will stand alongside epics like Boatmurdered, Ironblood's fort, etc. May Armok's Butcher shop be remembered.

Also, shameless bump ;)

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Argonnek** on **May 31, 2012, 12:40:58 pm**

And here I thought there had been an update... Oh well. But yes, this was one epic fort.

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **addictgamer** on **July 07, 2012, 02:49:39 am**

My life has stopped being busy and I've had a chance to catch up on this. I'm still loving it.

Quote from: MrGimp on October 23, 2011, 02:23:15 pm
Our champion marksdwarves repel them, but unfortunately Captain Coder takes a few too many bolts in his body and has a hard time keeping his blood inside of himself. Corcha receives a battlefield promotion while standing beside the corpse of her former commander.

Oh dear. Do you happen to know how many kills I had by the time of my death?

Additionally, I'd like to be redwarfed.
Name: "Red Dwarf"
Profession: Marksdwarf if possible. If not, any soldier will do. If not, then...A non khamerite child who will grow up as a marksdwarf if possible.
Gender: Don't know, don't care.

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **MrGimp** on **July 19, 2012, 11:27:54 pm**

Ahhhh Blockedlance....

So sad that I left the title 'No More Stops Until Ragnarok' right before I stopped updating. :(

Life kinda took off in a different direction. It's been good actually. I've been making money. Working hard. I have my own company too. I also live in a small beach town in California. I'm within walking distance of a beach, a marsh wildlife preserve, and a bunch of hot tanned blondes. :P ;D 8)

Kinda took my focus away from video games. I really only kept this story going as long as I did because so many people seemed to enjoy it.

Is there really still any interest to see it finished? There is still the adventure mode stuff I was working on....

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Urist_McArathos** on **July 19, 2012, 11:48:35 pm**

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **NRDL** on **July 20, 2012, 12:02:42 am**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+1

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Theodolus** on **July 20, 2012, 09:51:27 am**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+2

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Keltiknight** on **July 20, 2012, 09:54:08 am**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+3

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Tradanbattlan** on **July 20, 2012, 01:15:06 pm**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+4.

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **filiusenox** on **July 20, 2012, 05:45:52 pm**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+5

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **Yoink** on **July 21, 2012, 01:19:28 am**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+6

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **brcruchairman** on **July 28, 2012, 01:53:45 am**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+7

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **magmaholic** on **July 28, 2012, 06:45:27 am**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+8

Title: **Re: Blockedlance - No More Stops Until Ragnarok!**
Post by: **MrGimp** on **July 28, 2012, 11:20:29 am**

Quote from: Urist McArathos on July 19, 2012, 11:48:35 pm

I personally just want some closure: either finish the story, or tell us it's had its run and it's over. I'm fine either way, but I've been waiting patiently over a year for another update. I'd hate to go another year thinking it was still on and it wasn't ;)

+9

Oh wait....

I probably don't get to vote on this do I? Haha

Ok ok I hear ya. You dont want me dragging it on anymore, and getting everyone's hopes up only to dash them against the rocks like an elven baby. Fair enough.

Well....then I will work in secret. I will play DF in my spare time, taking notes and saving pics. If I finish the story I will return here and post the updates. If I get distracted by work and/or blonde beach bunnies....well....then may Armok have mercy upon my douchey soul.